

Figure 1

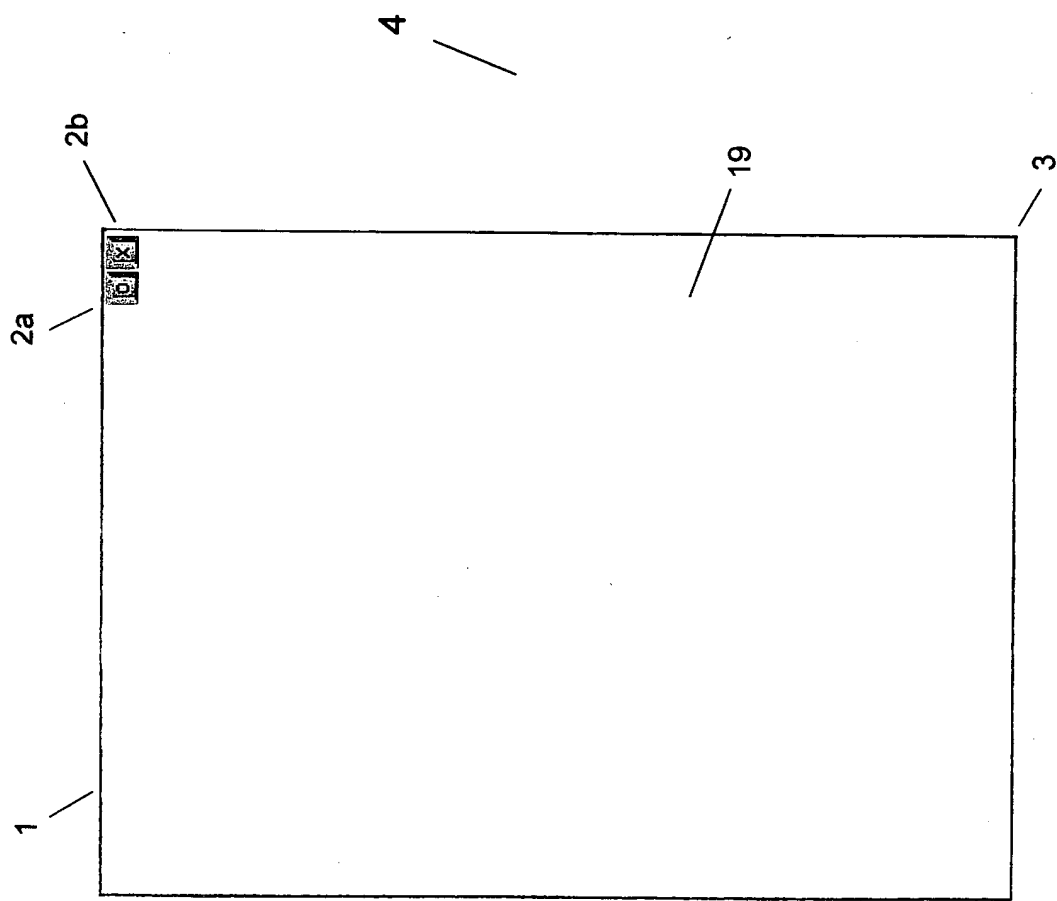


Figure 2

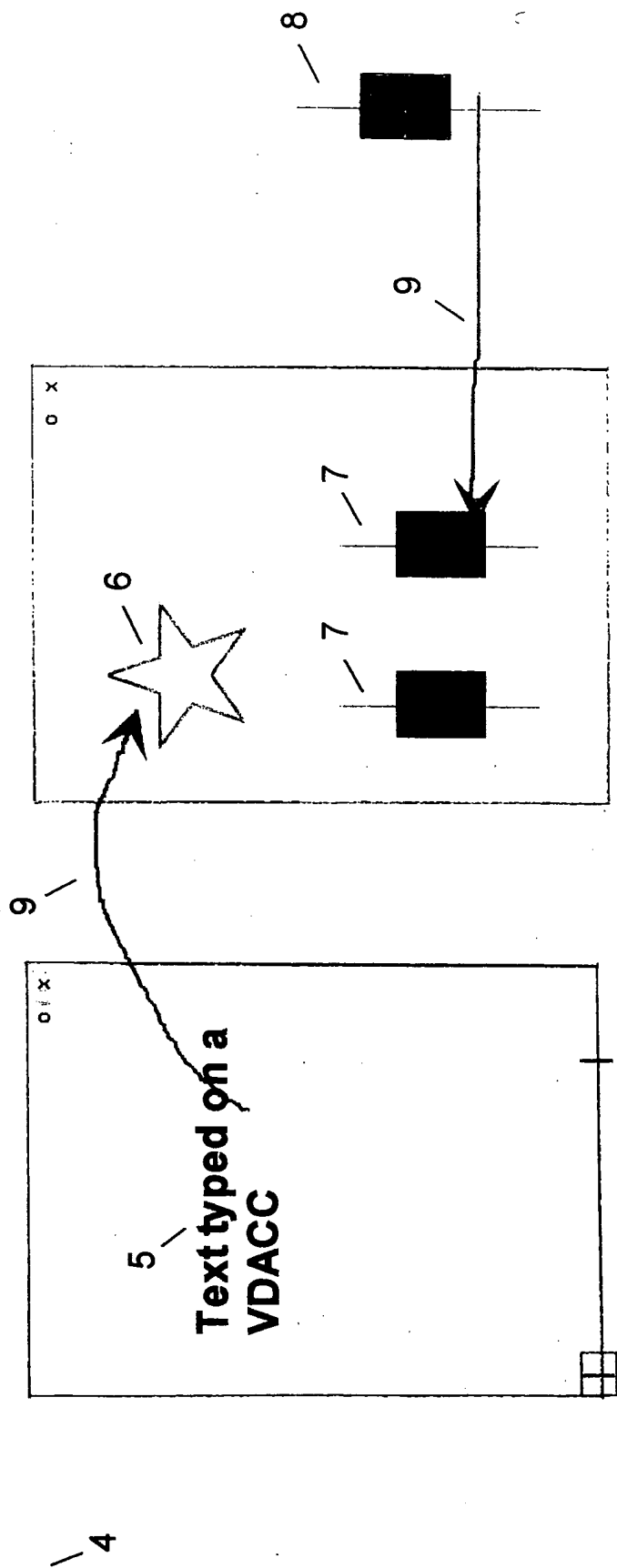


Figure 3a

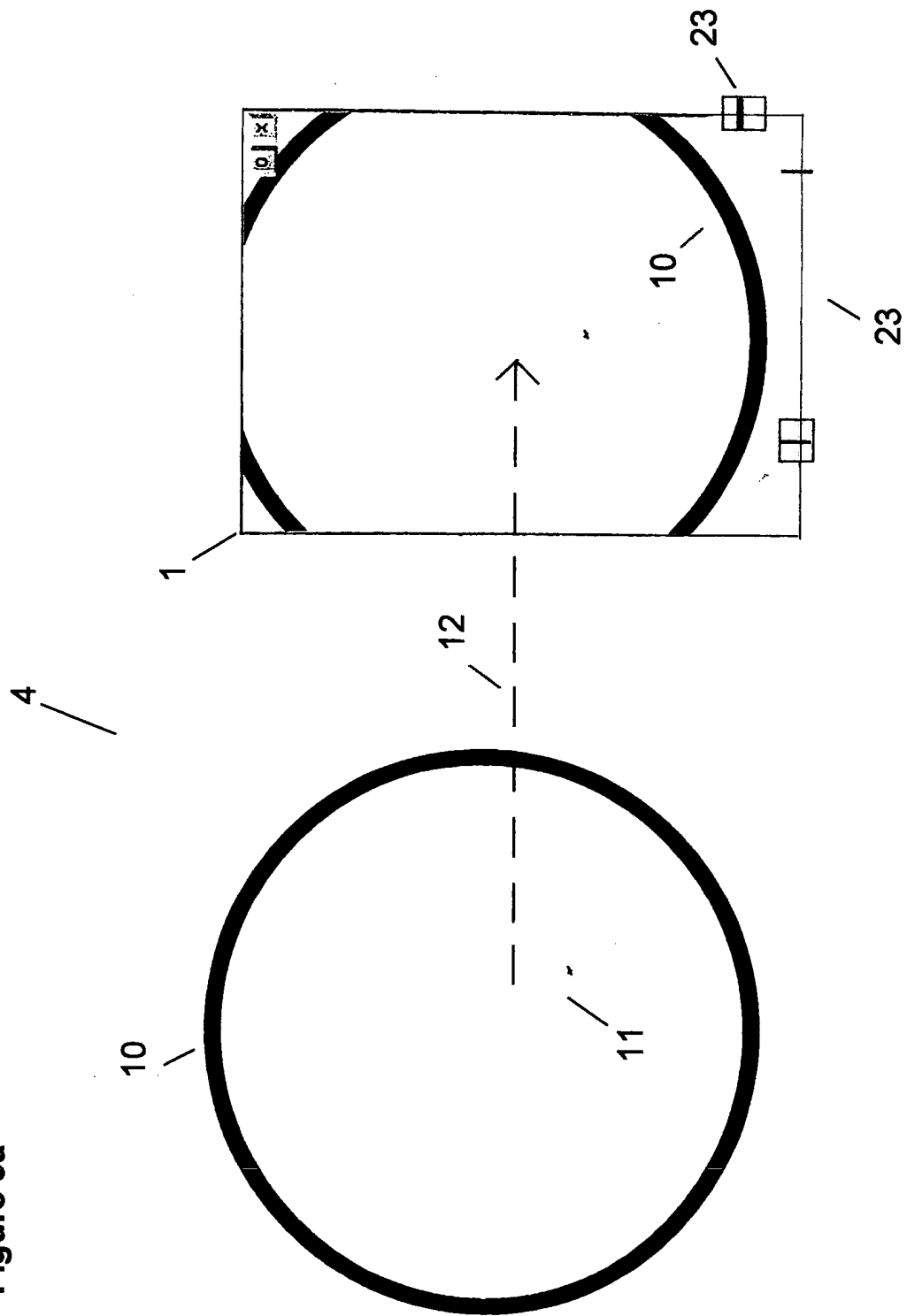


Figure 3b

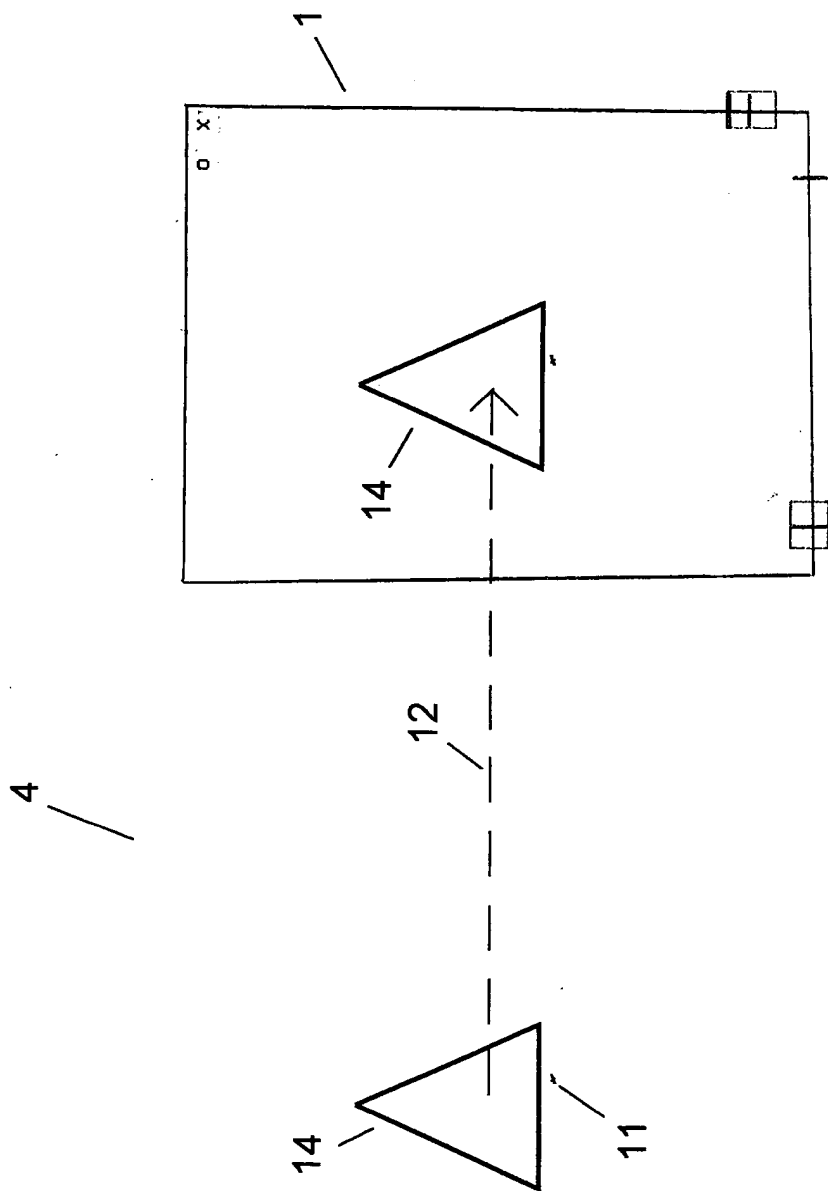


Figure 4

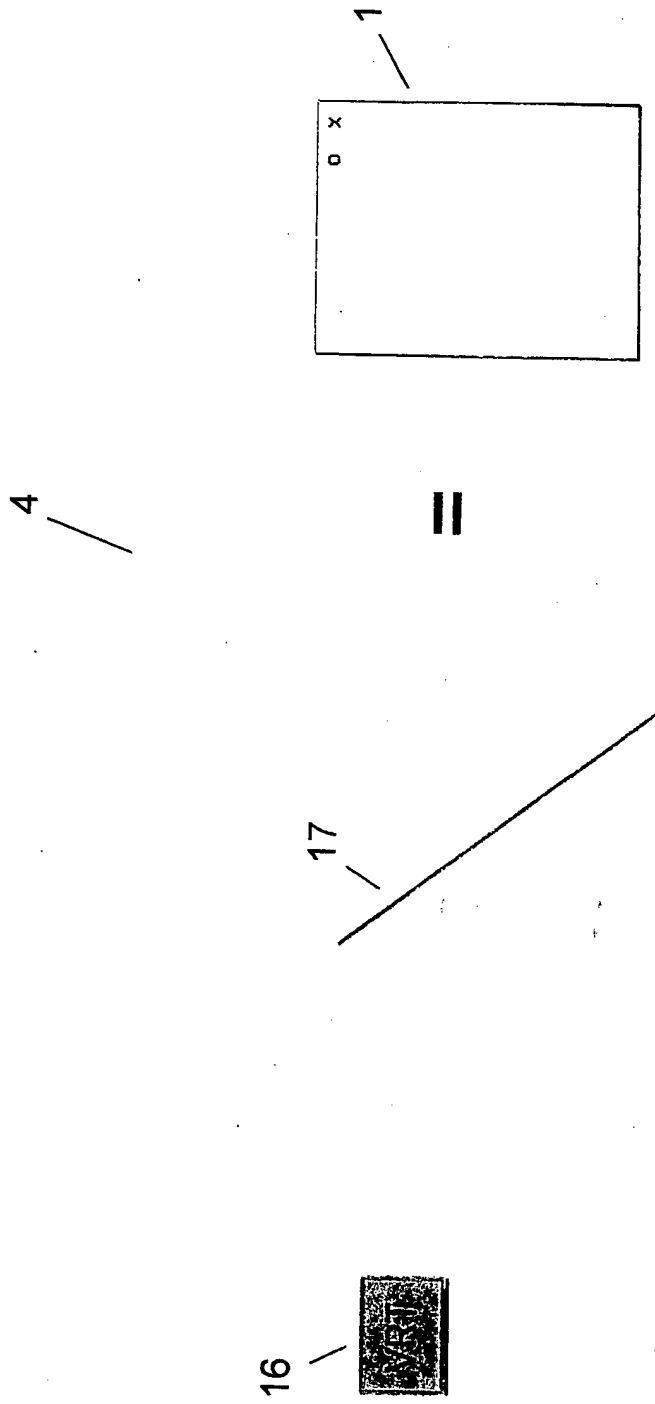


Figure 5

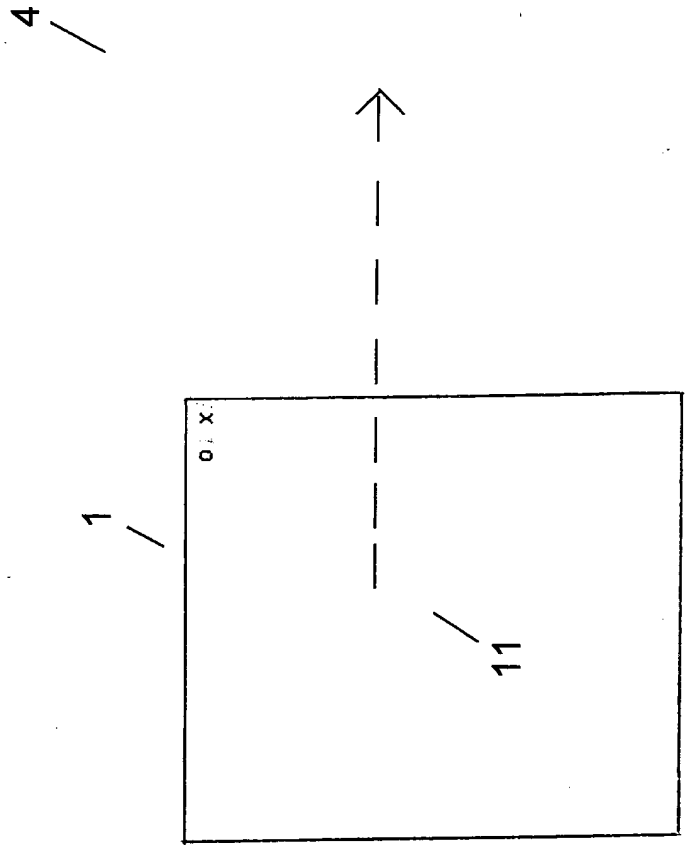


Figure 6

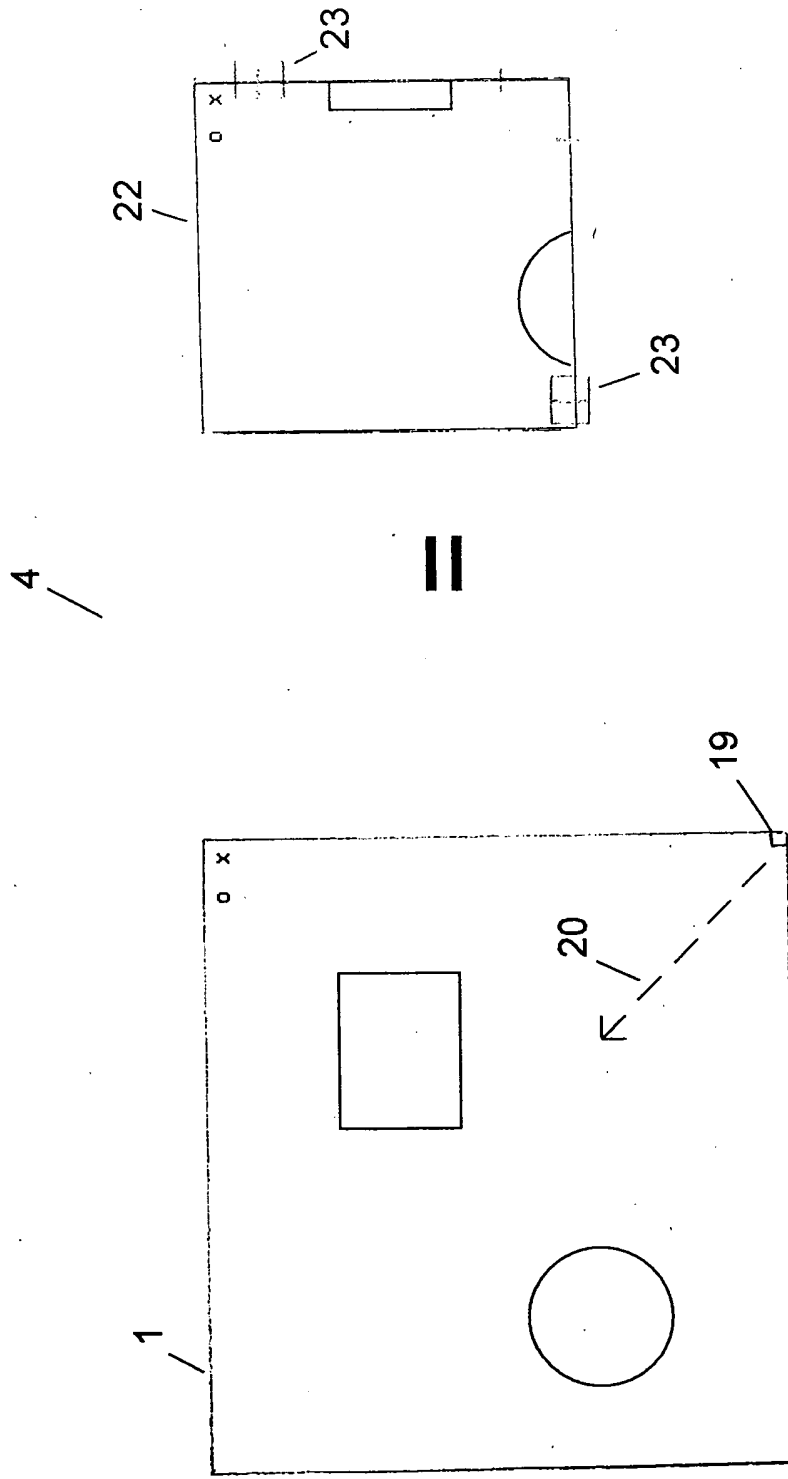


Figure 7

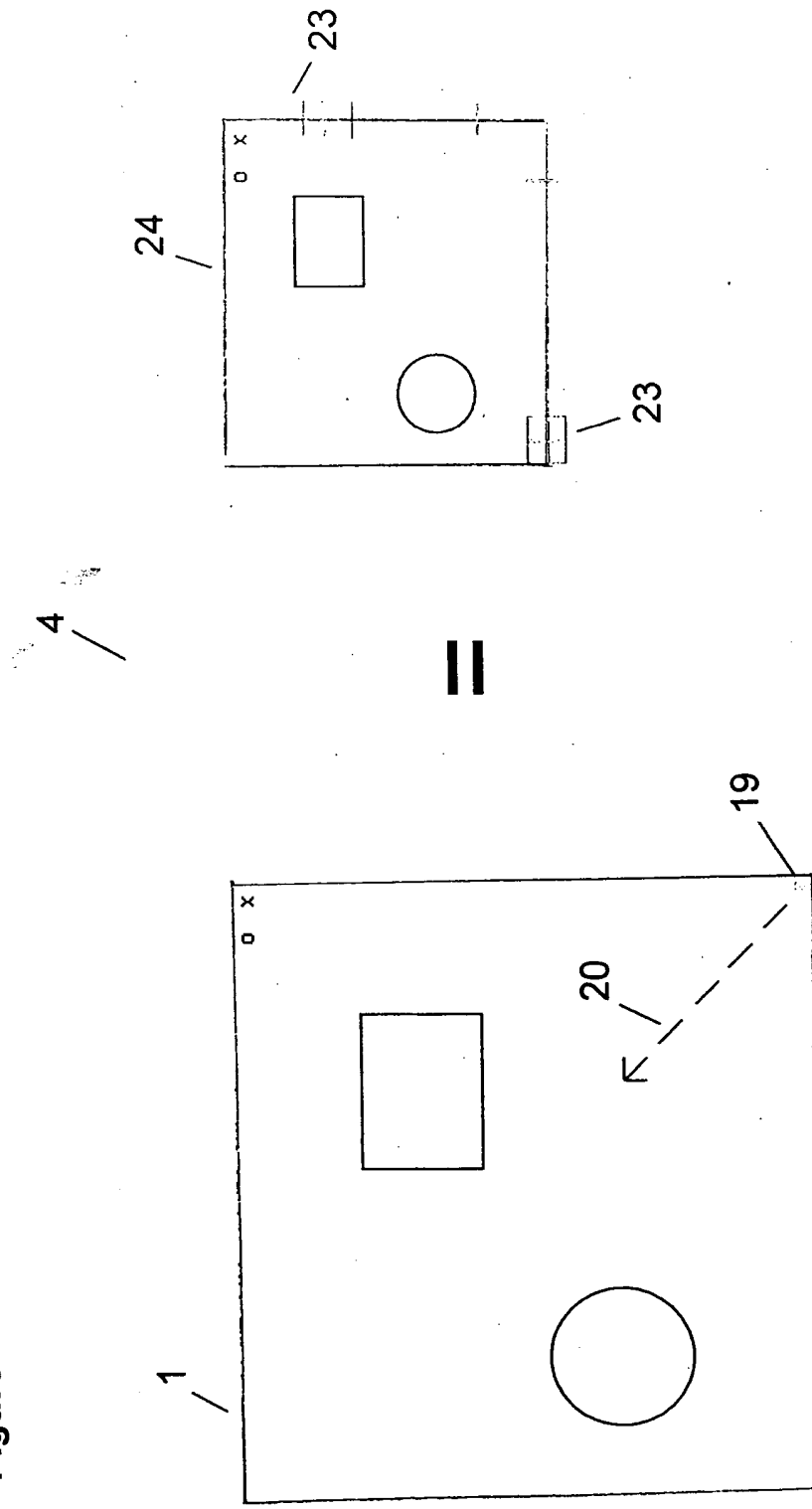


Figure 8

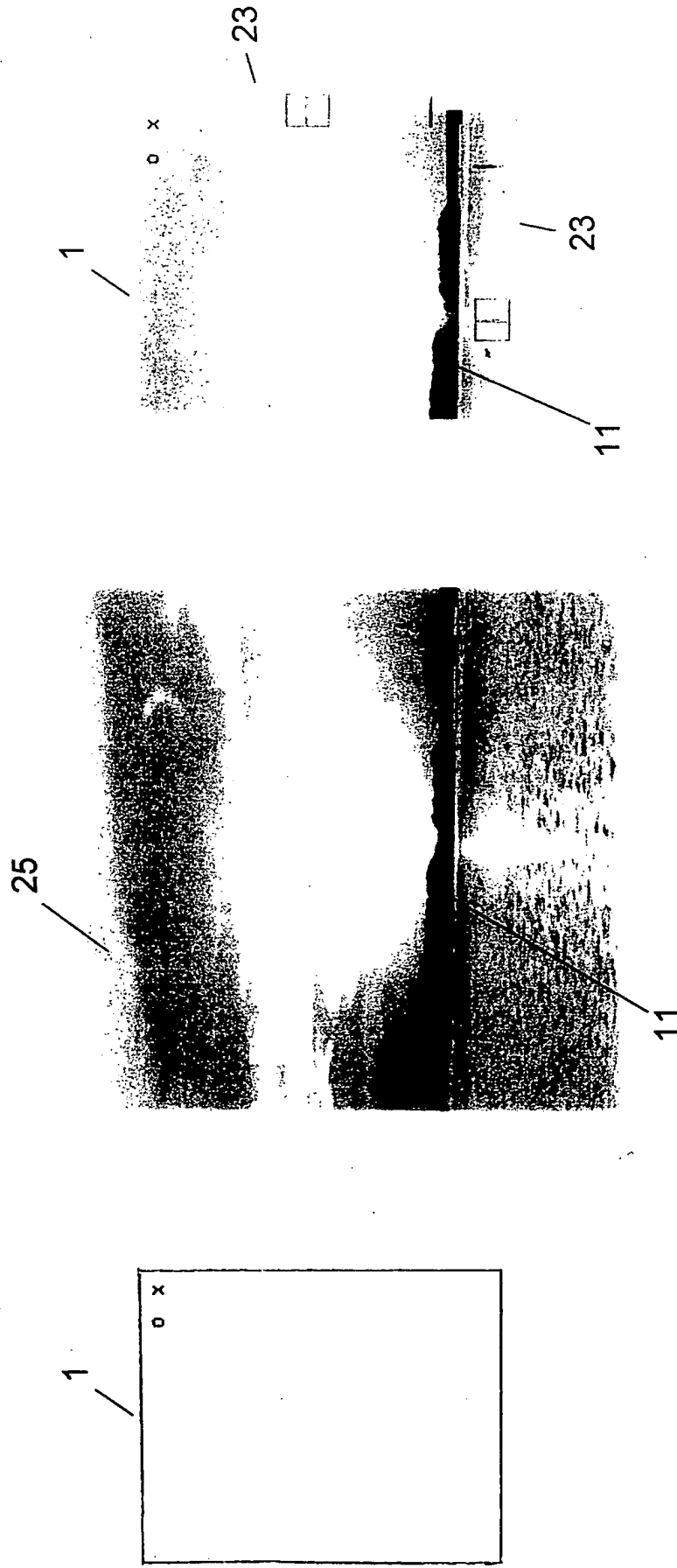
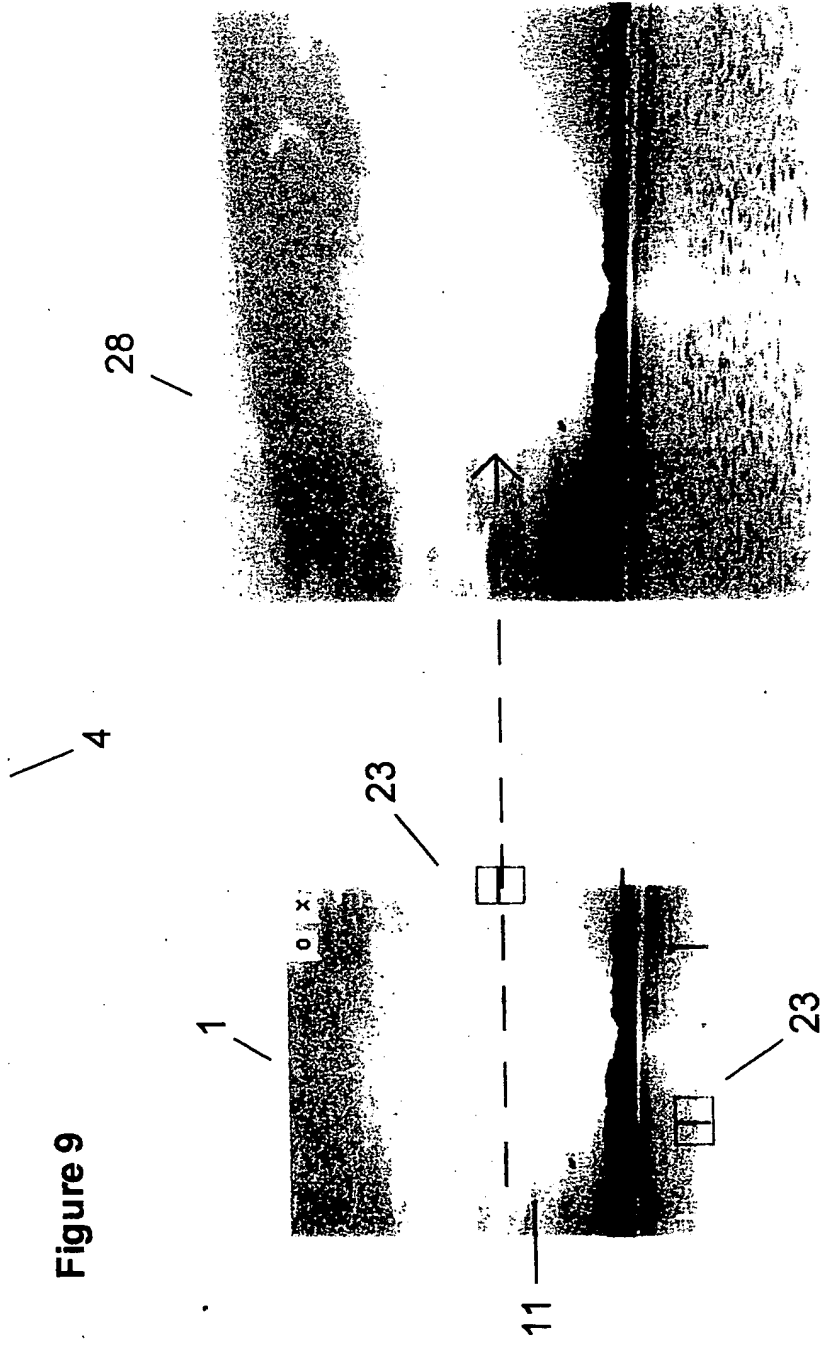


Figure 9



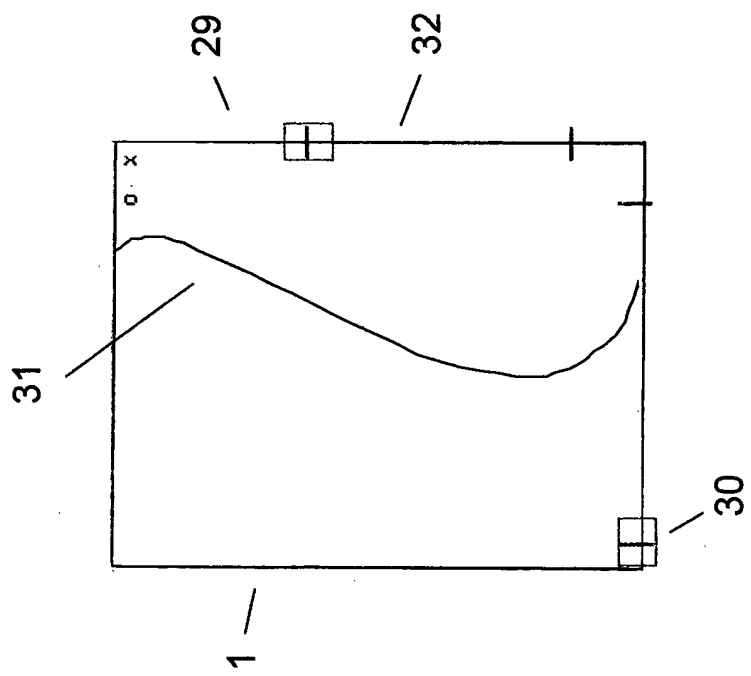


Figure 10a

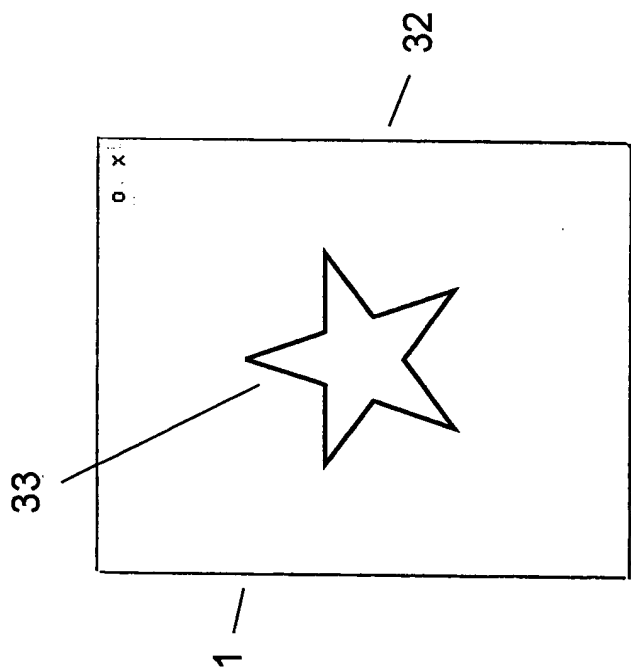


Figure 10b

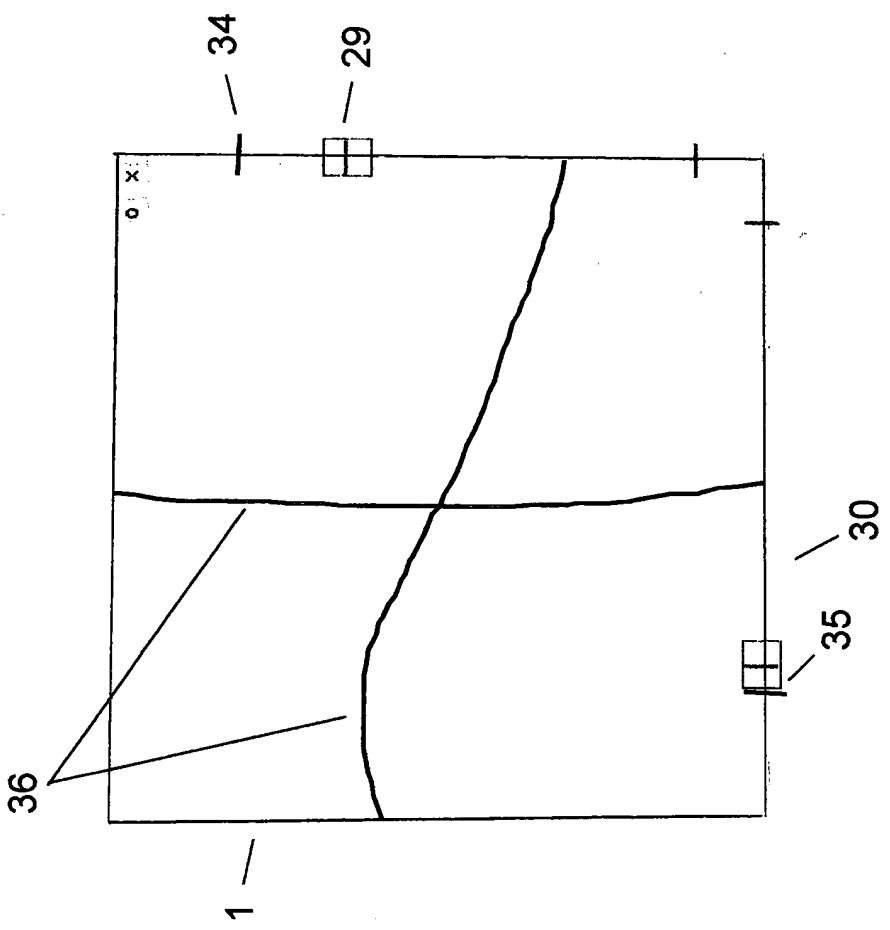
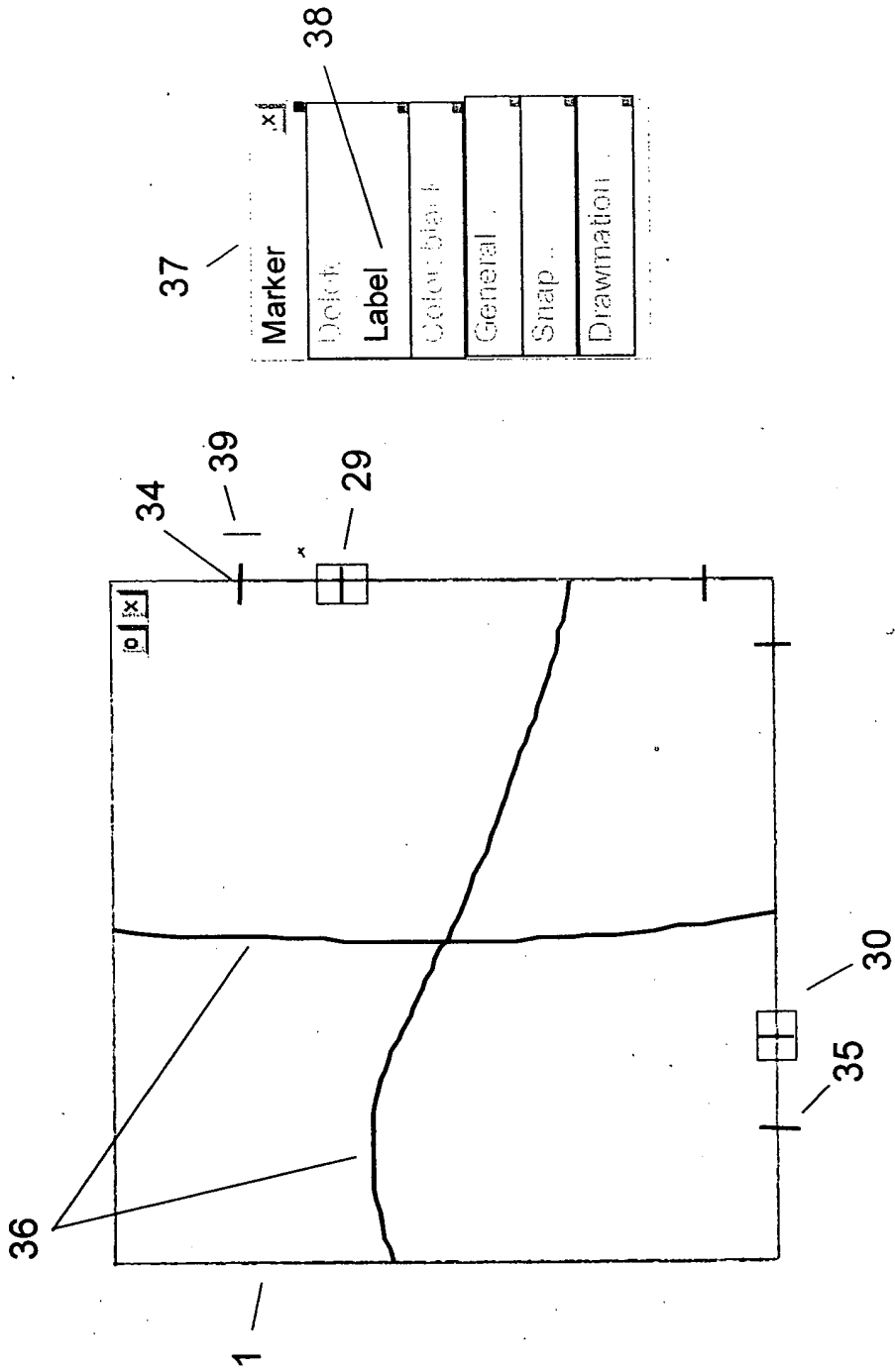
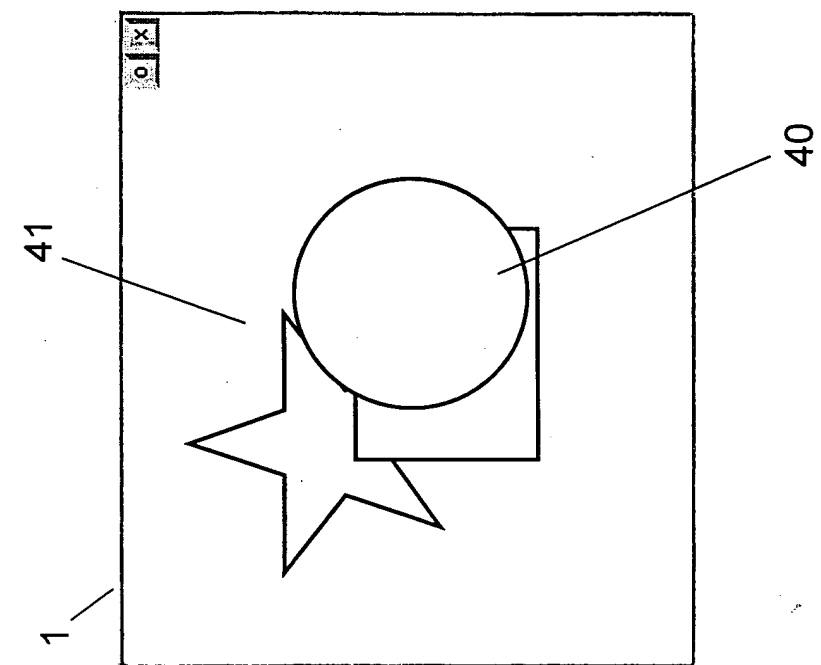


Figure 11

Figure 12





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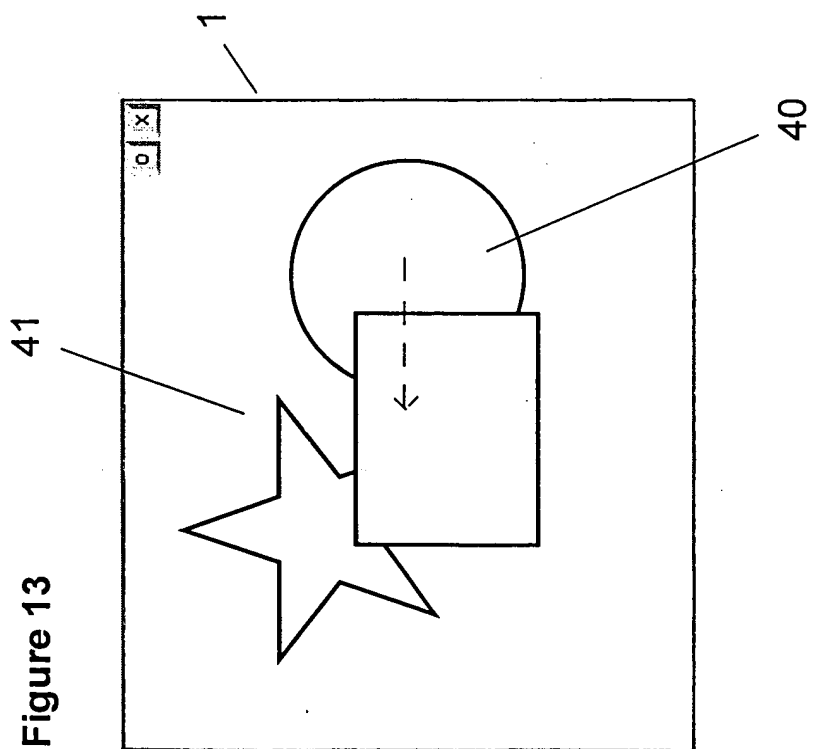


Figure 13

Figure 14

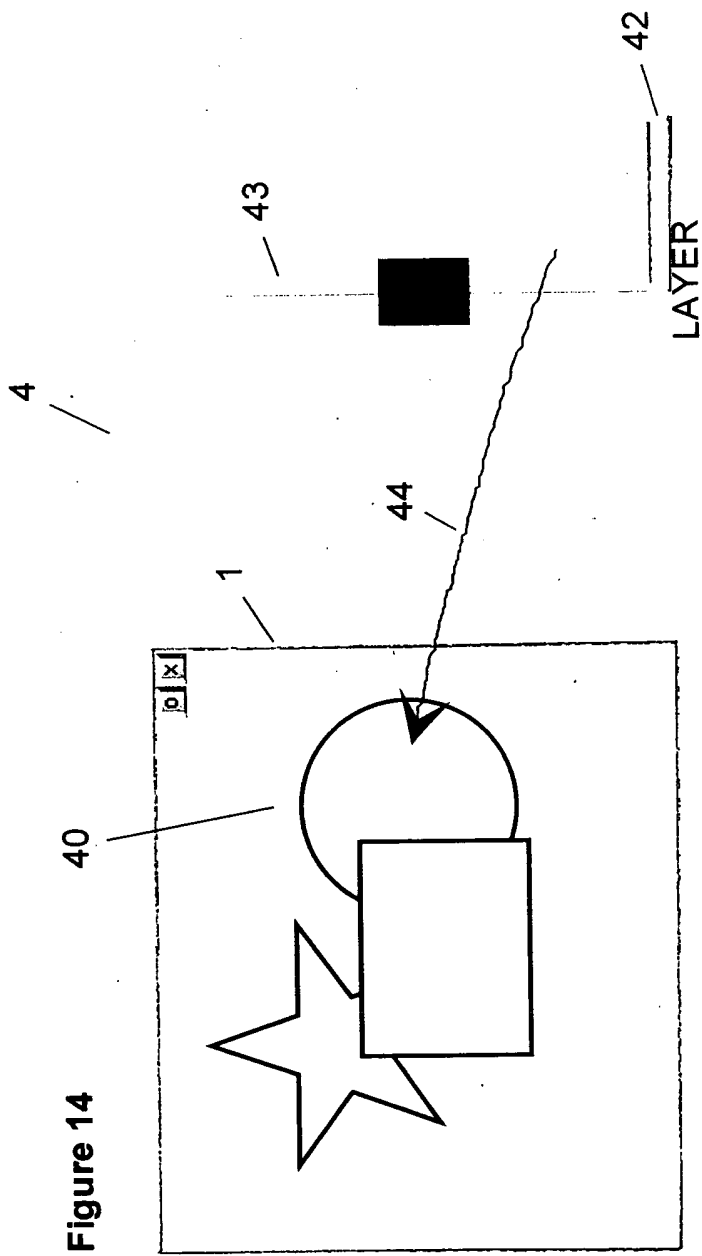


Figure 15

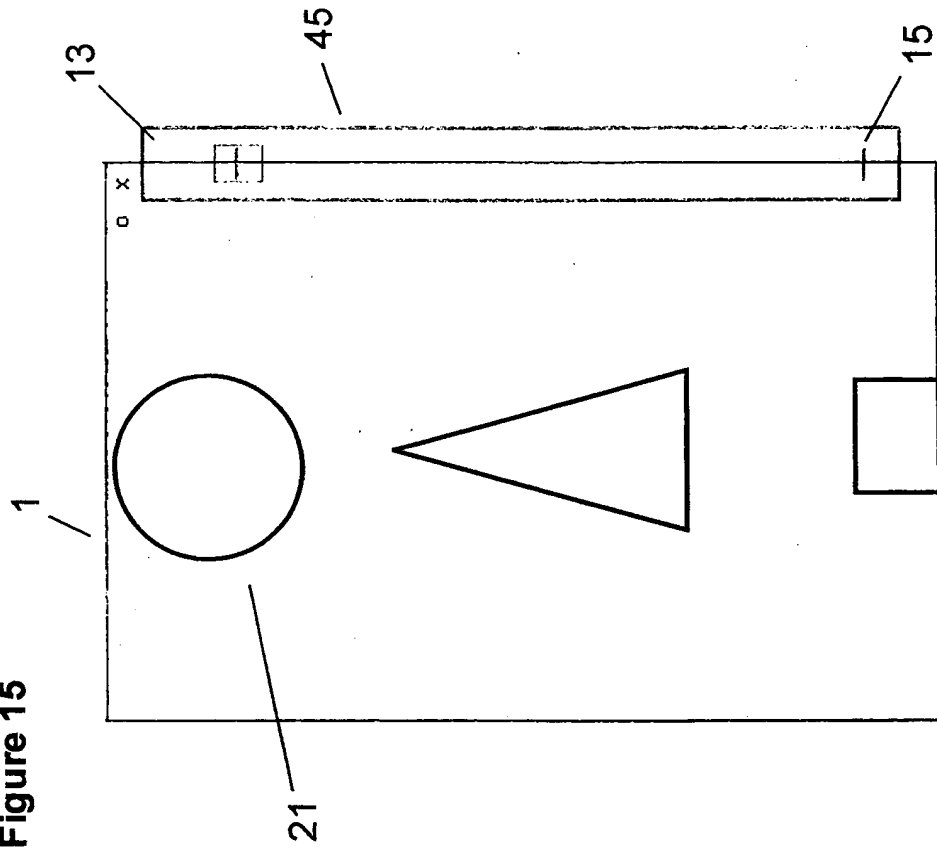


Figure 16

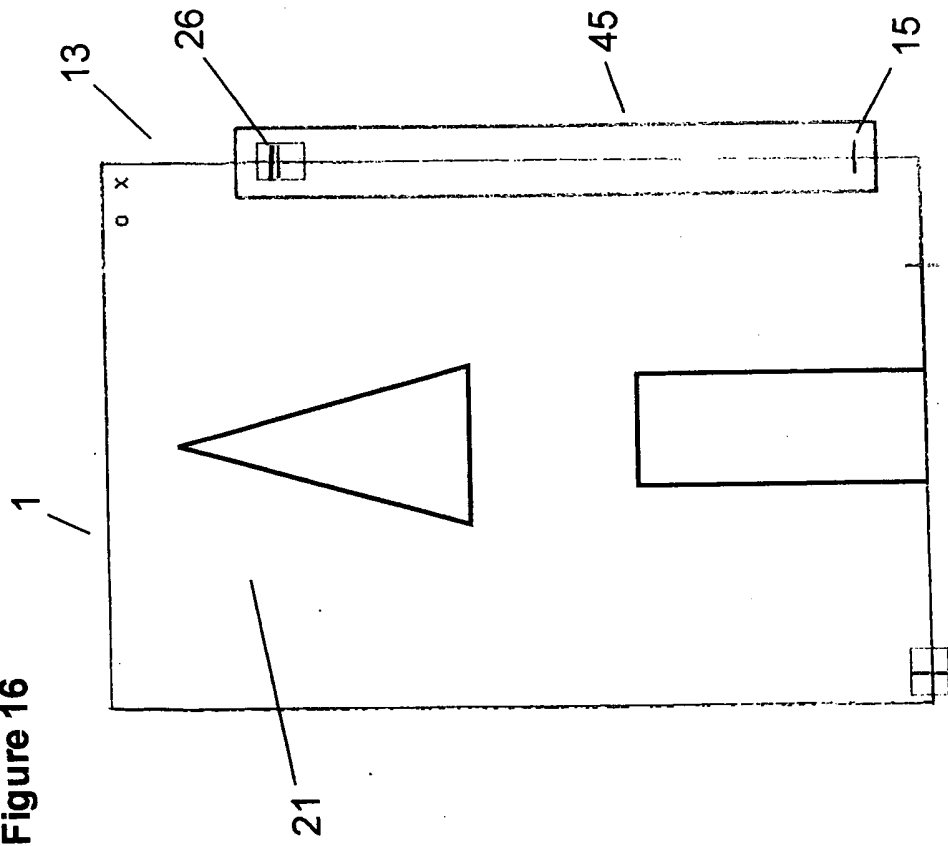
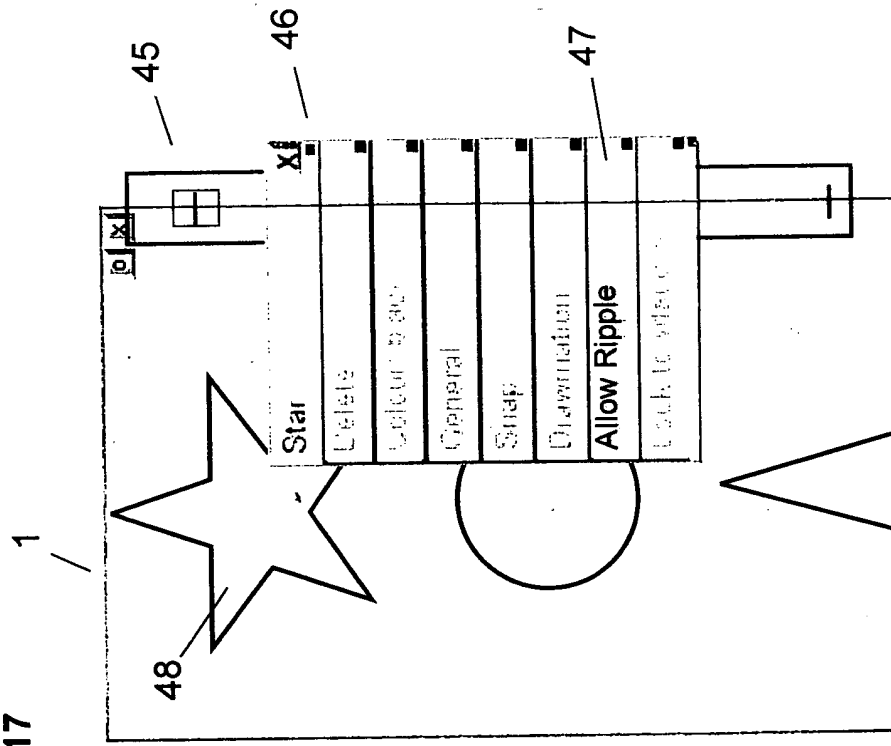


Figure 17



**Figure 18**

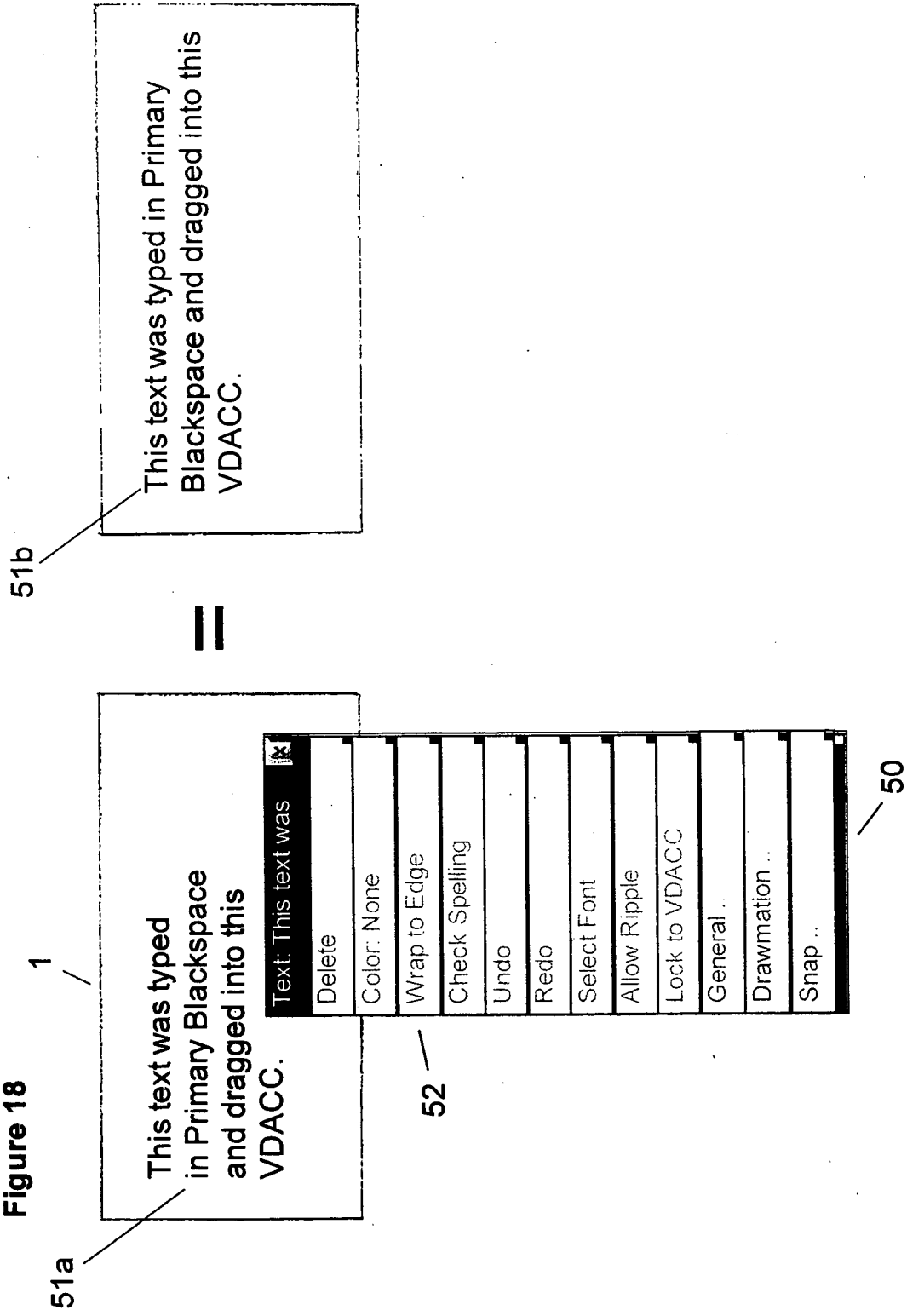


Figure 19

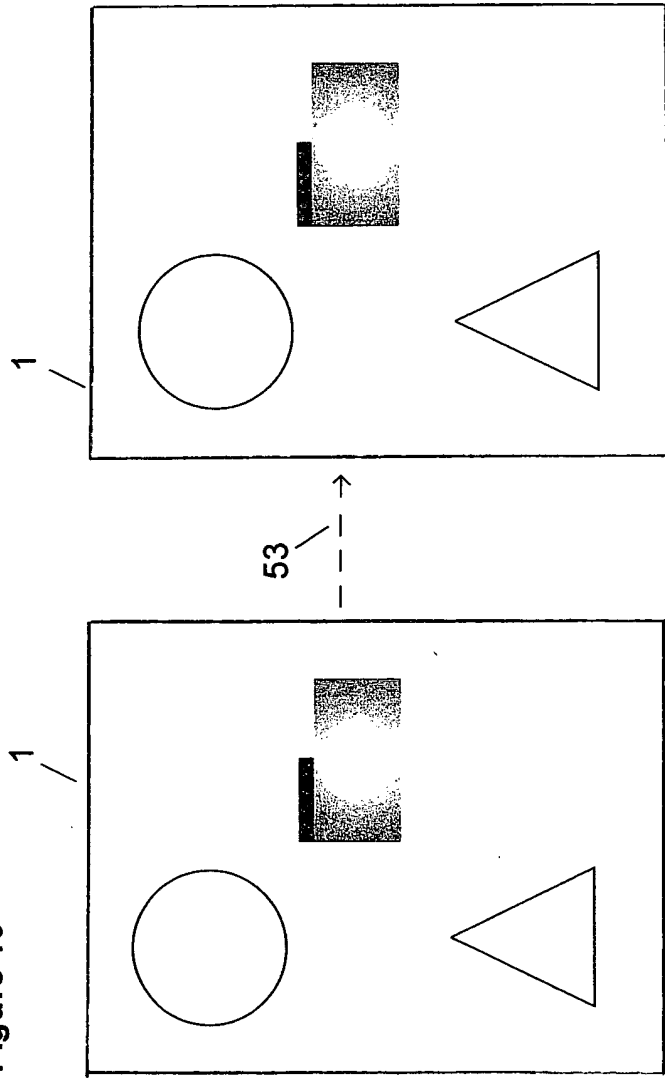


Figure 20

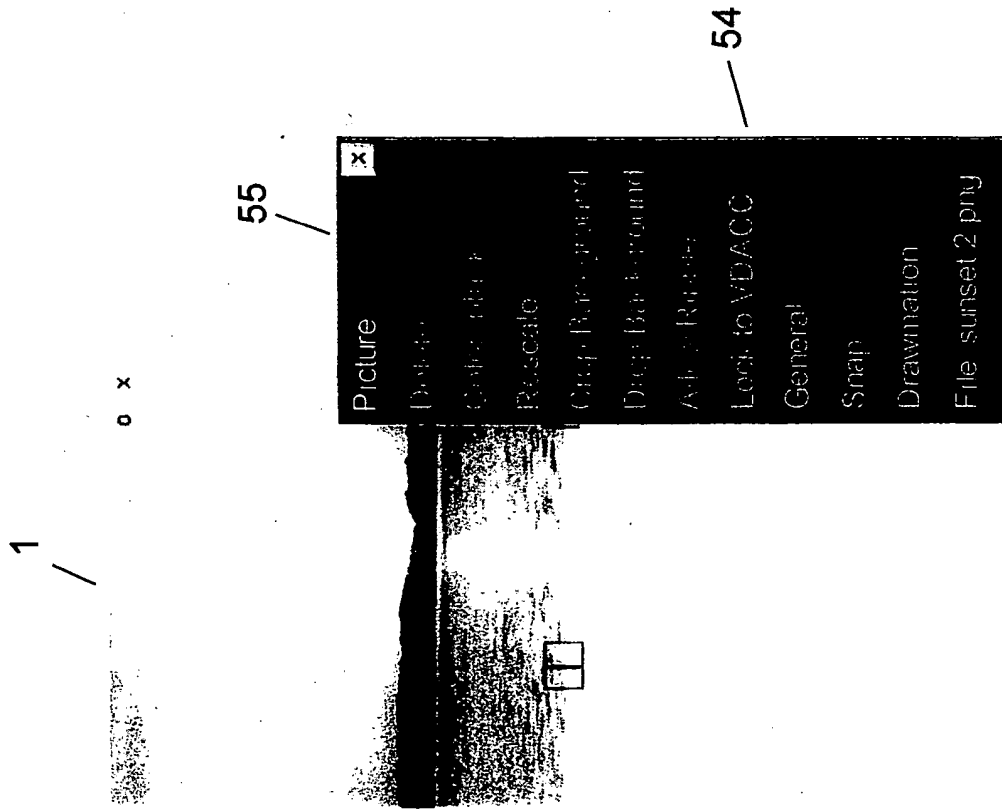


Figure 21

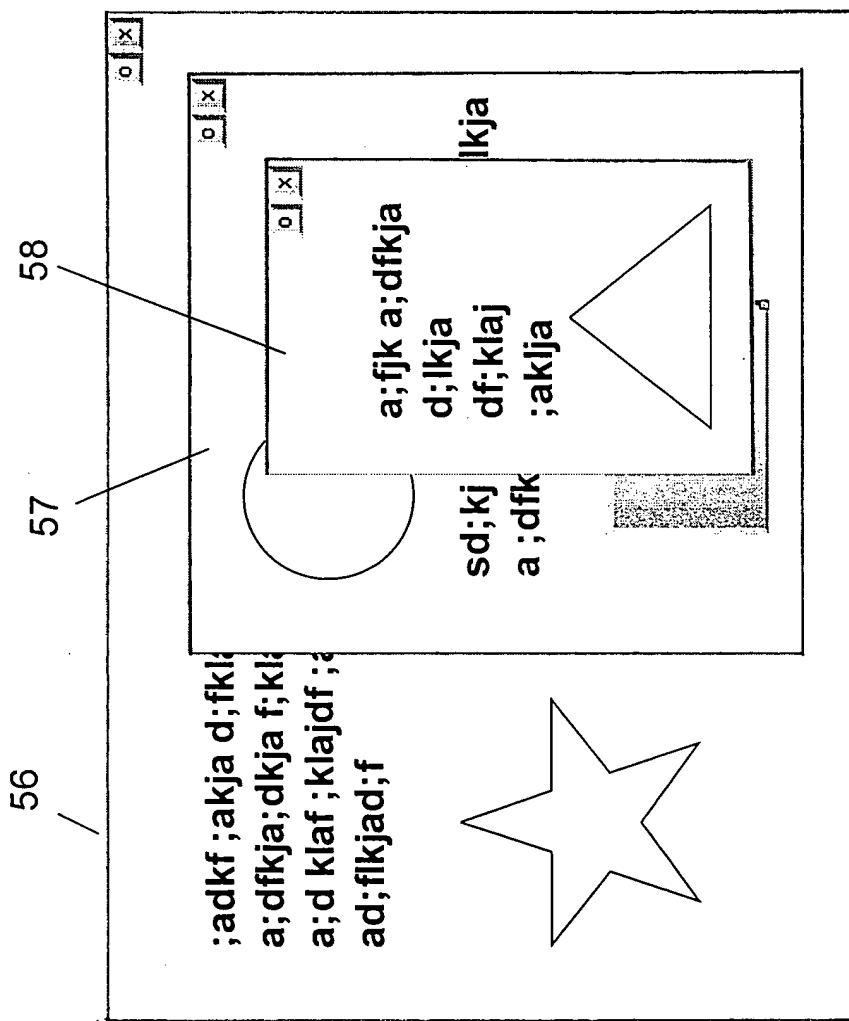
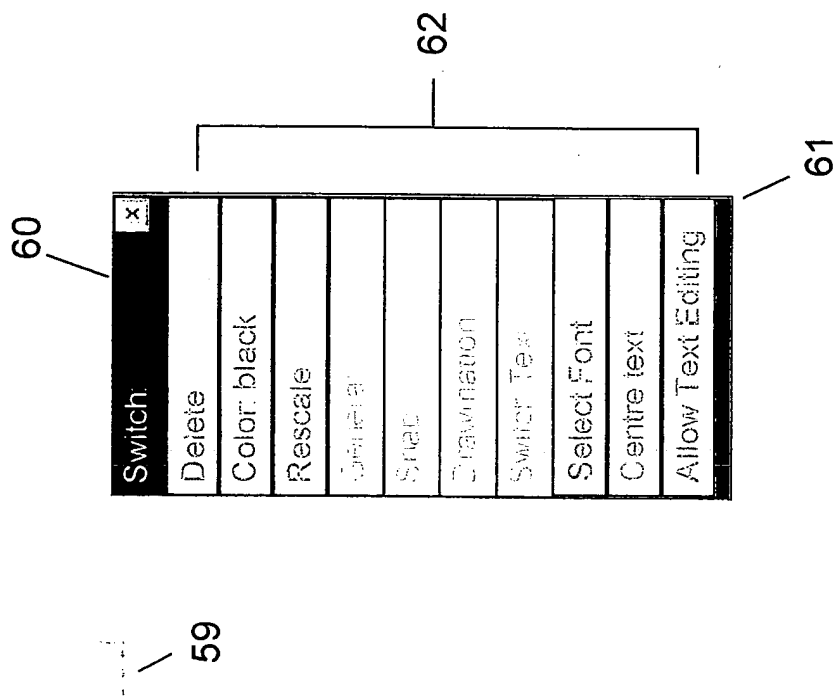


Figure 22



**Figure 23**

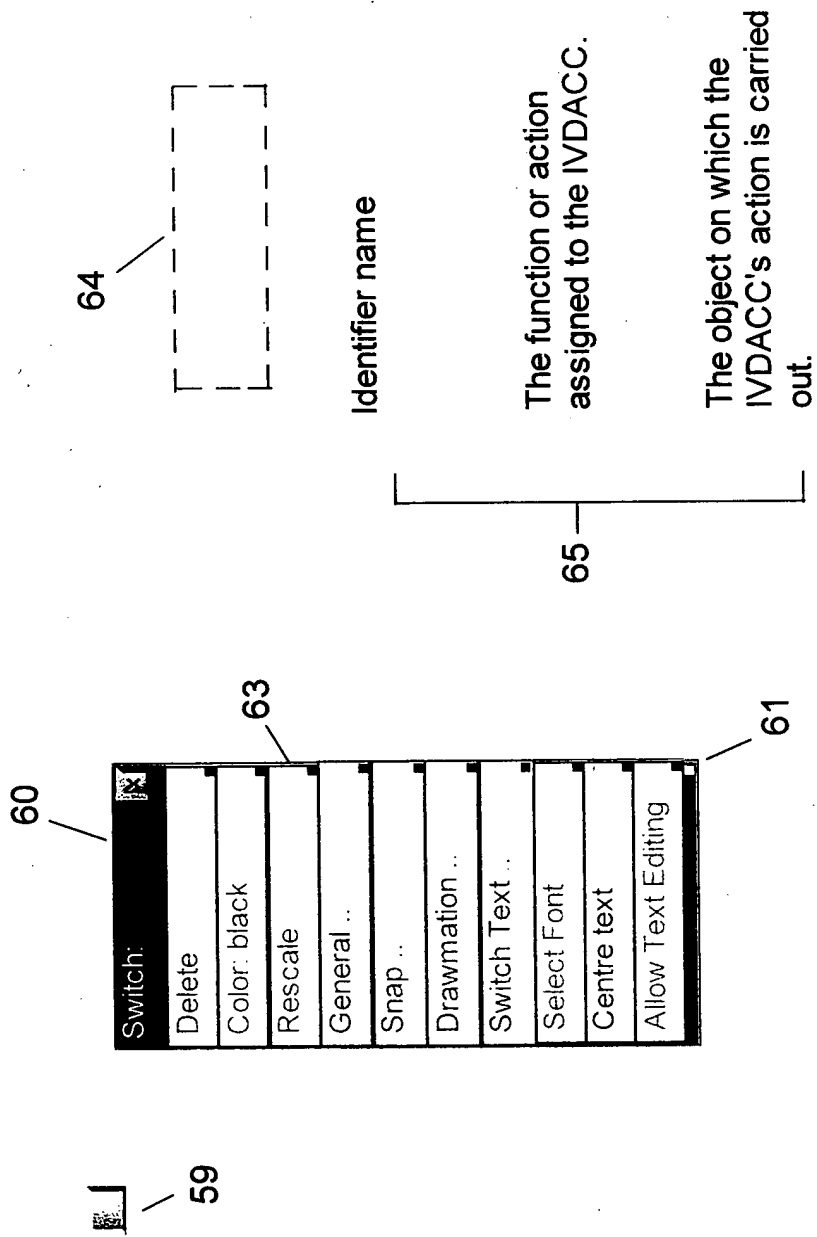


Figure 24

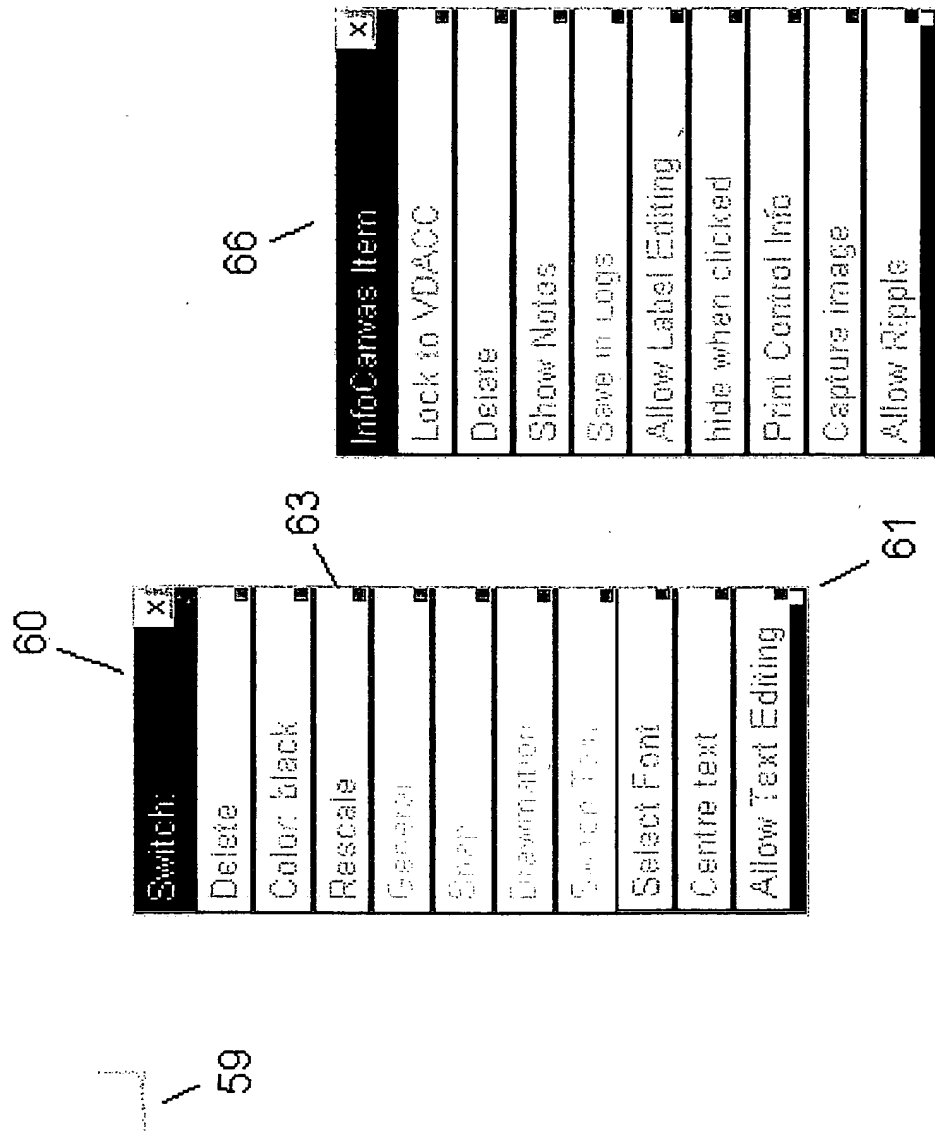


Figure 25

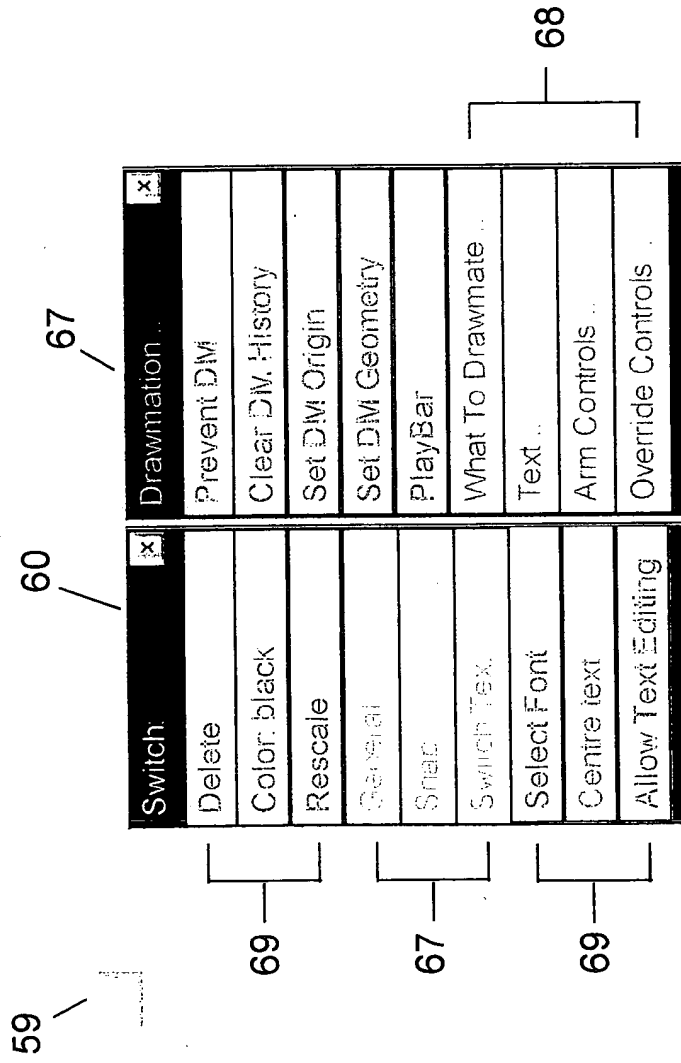


Figure 26

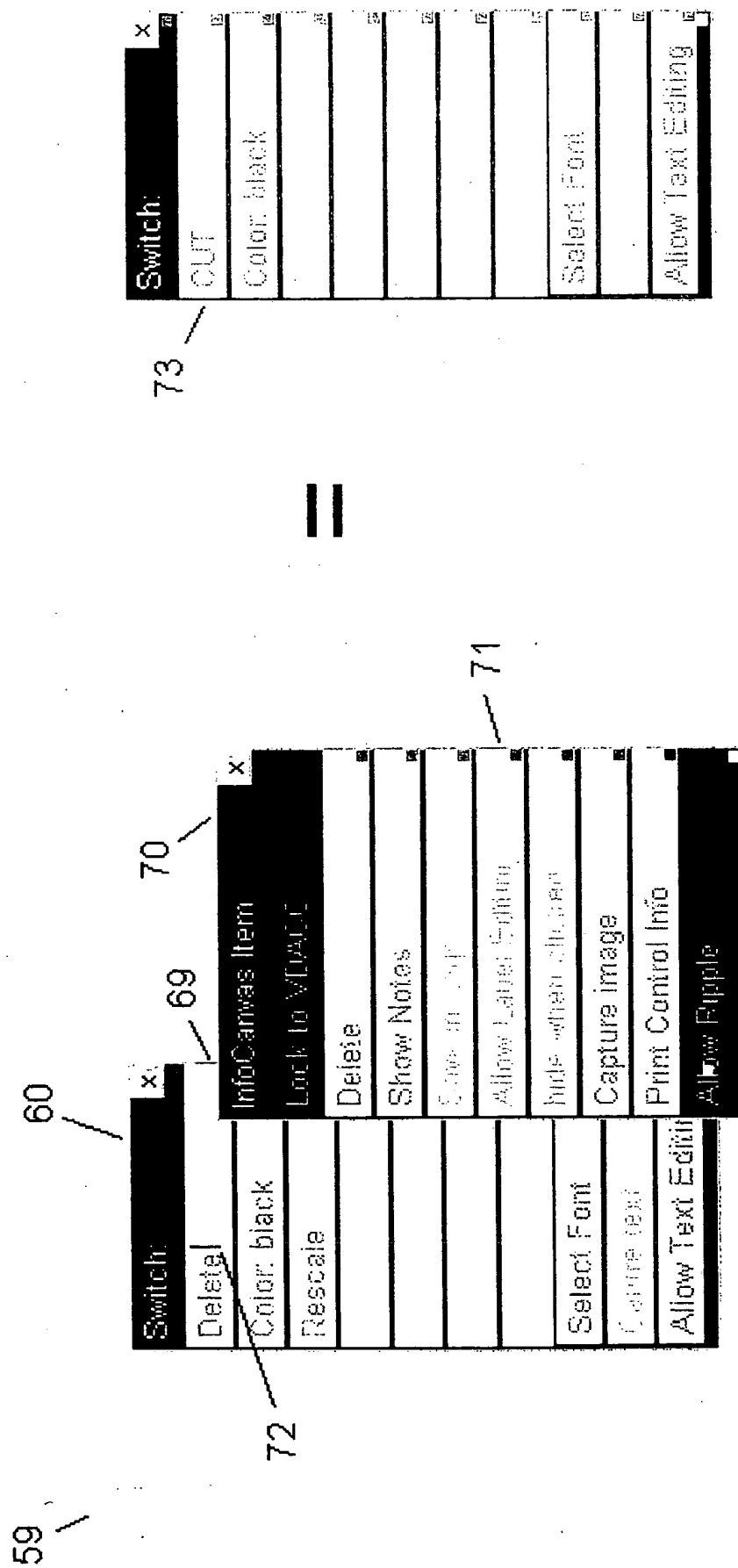


Figure 27

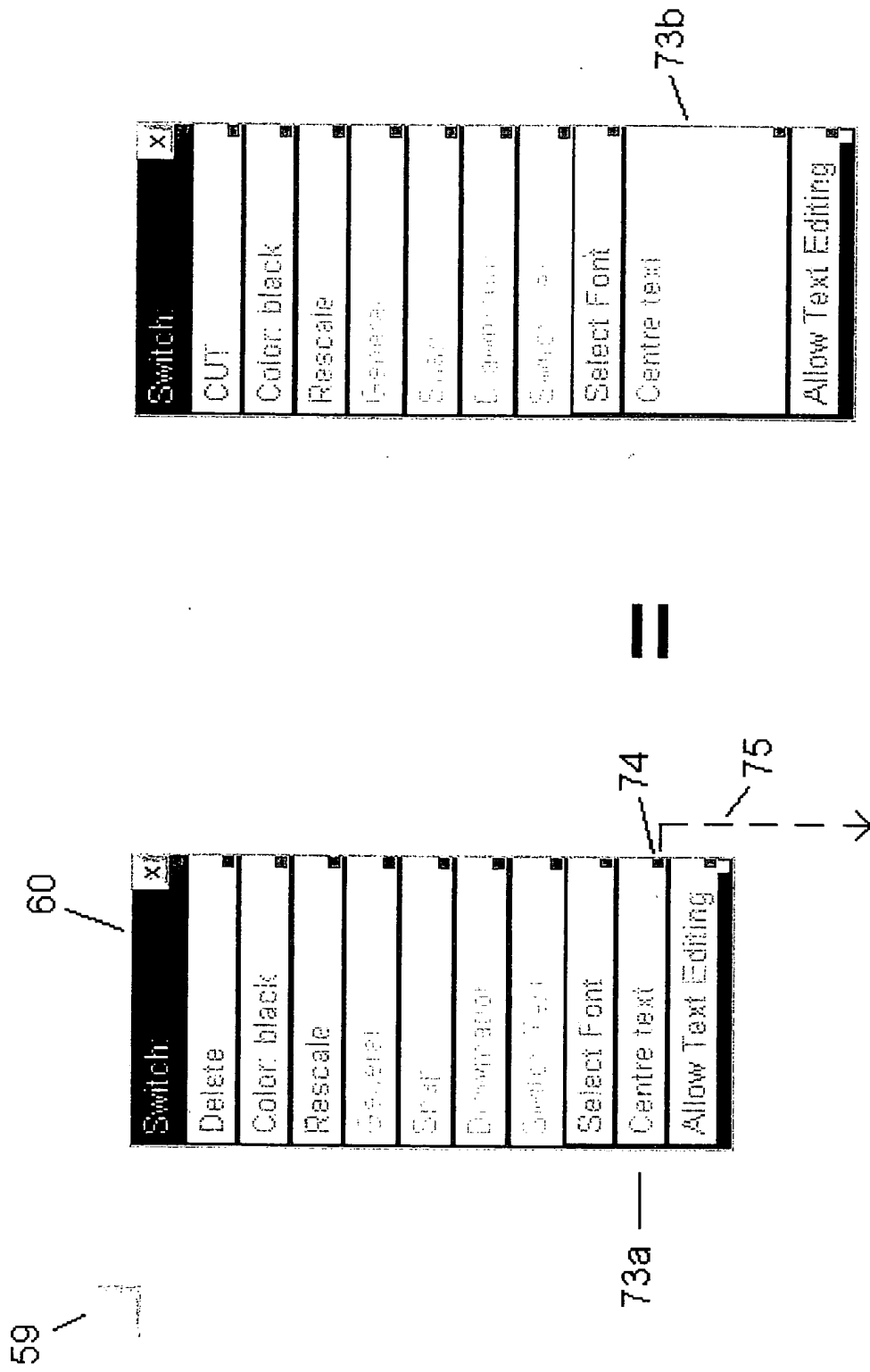


Figure 28

59

Lasso

78

Switch:	x
CUT	
Color: black	
Rescale	
Select Font:	
Centre text	A
Allow Text Editing	

76 —

Step 1

Switch:	x
Delete	
Color: black	
Rescale	
Select Font:	
Centre text	A
Allow Text Editing	

79

Step 2

Switch:	x
Delete	
Color: black	
Select Font:	
A ~ 80	
Allow Text Editing	

The Result

Figure 29a

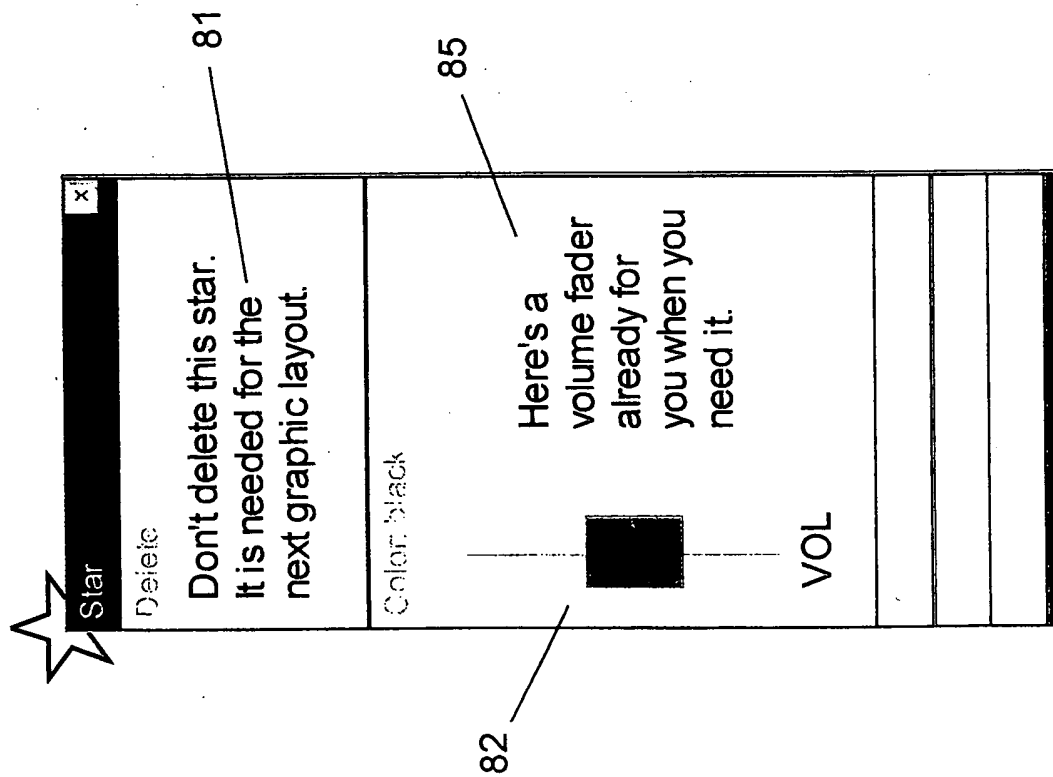


Figure 29b

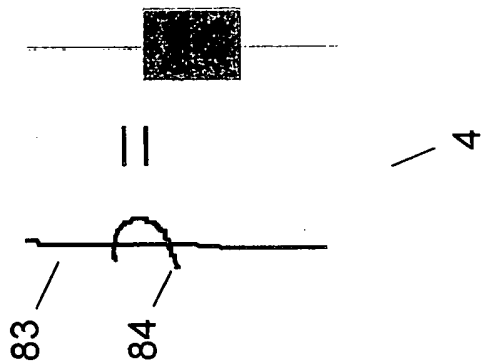


Figure 30

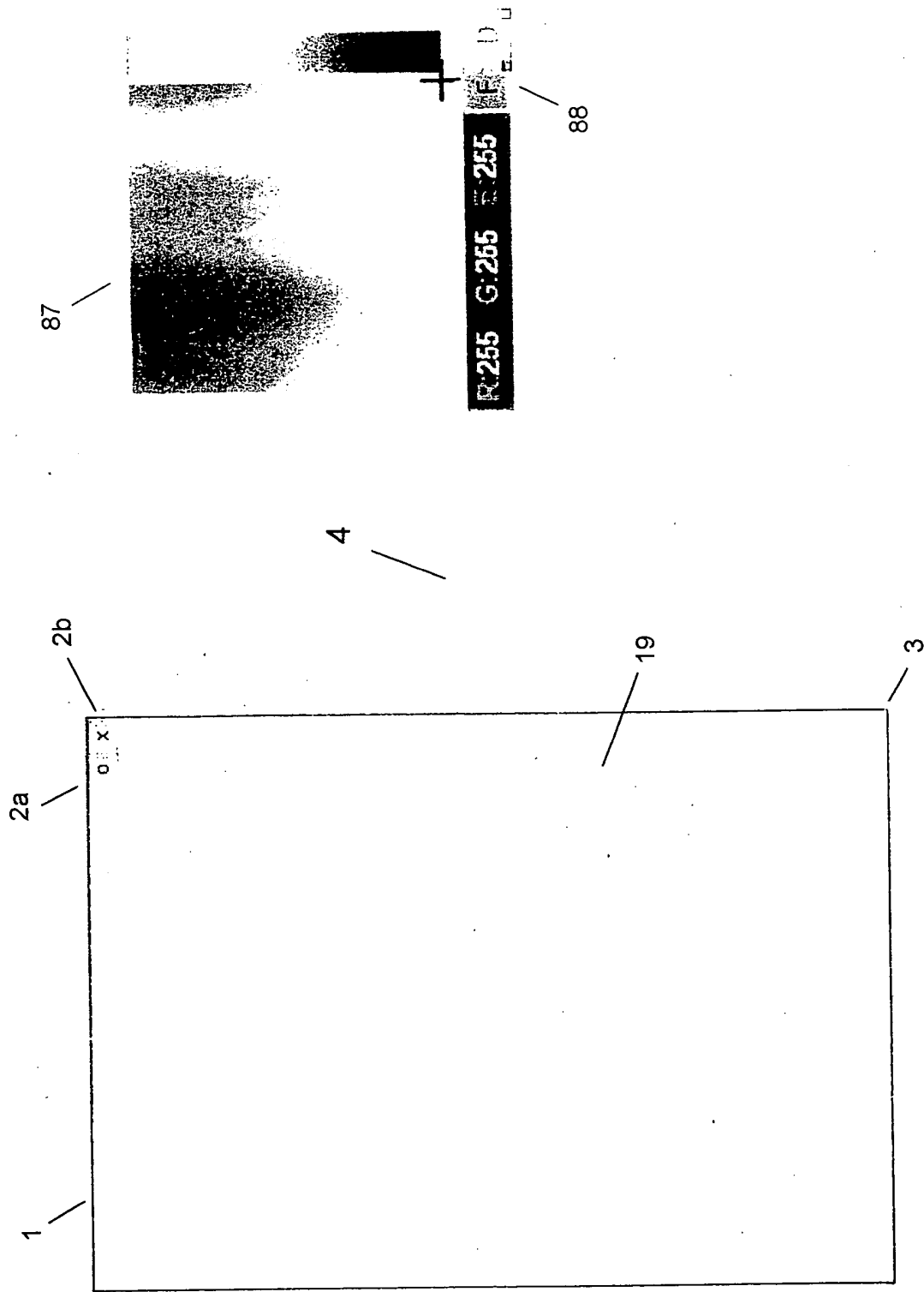


Figure 31

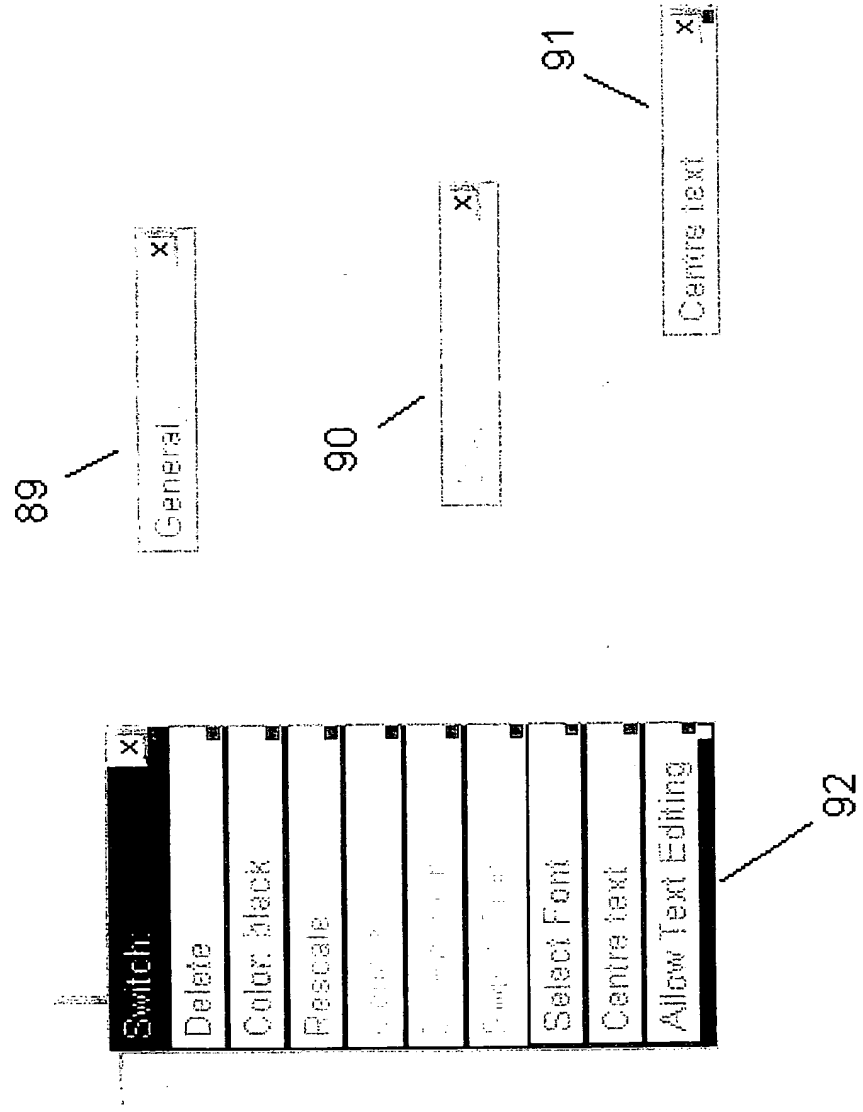
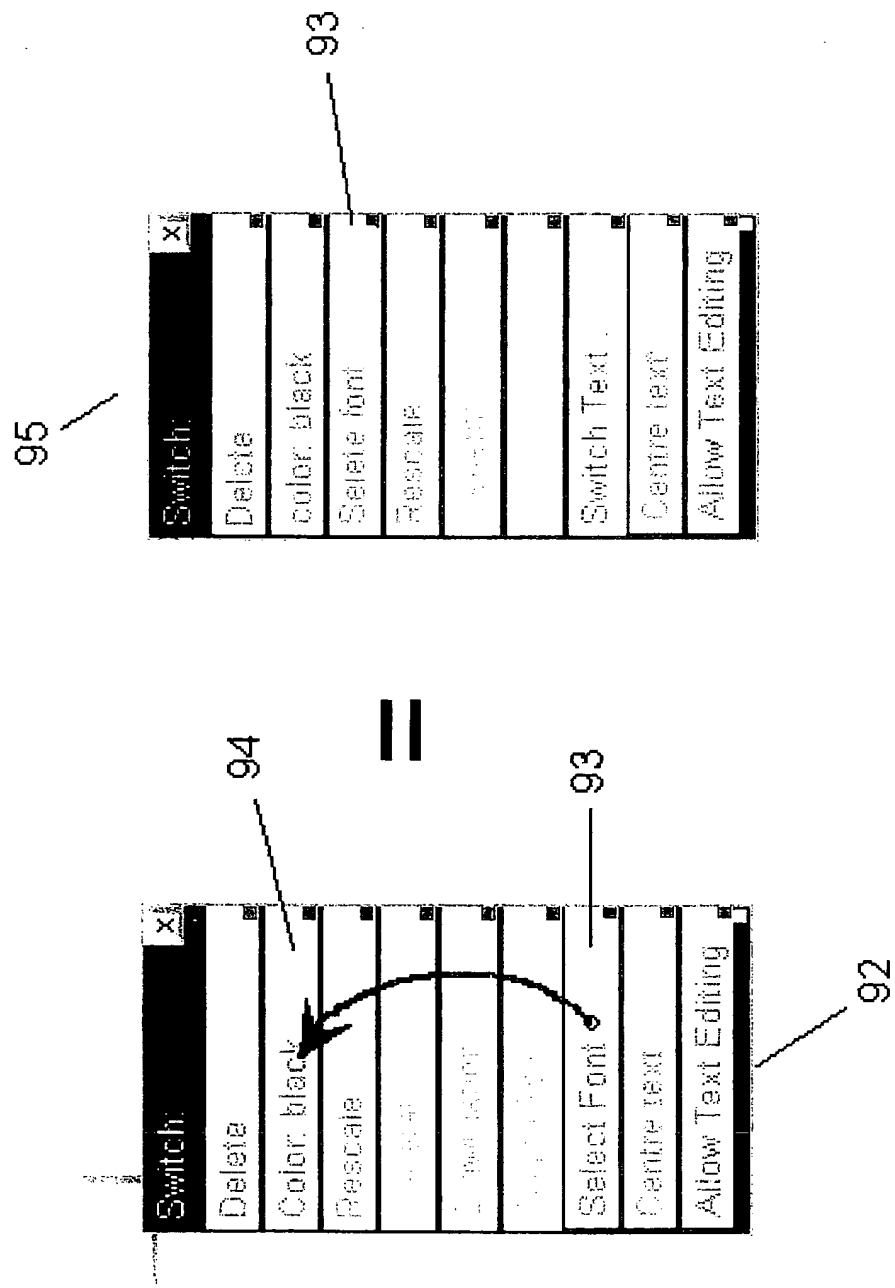


Figure 32



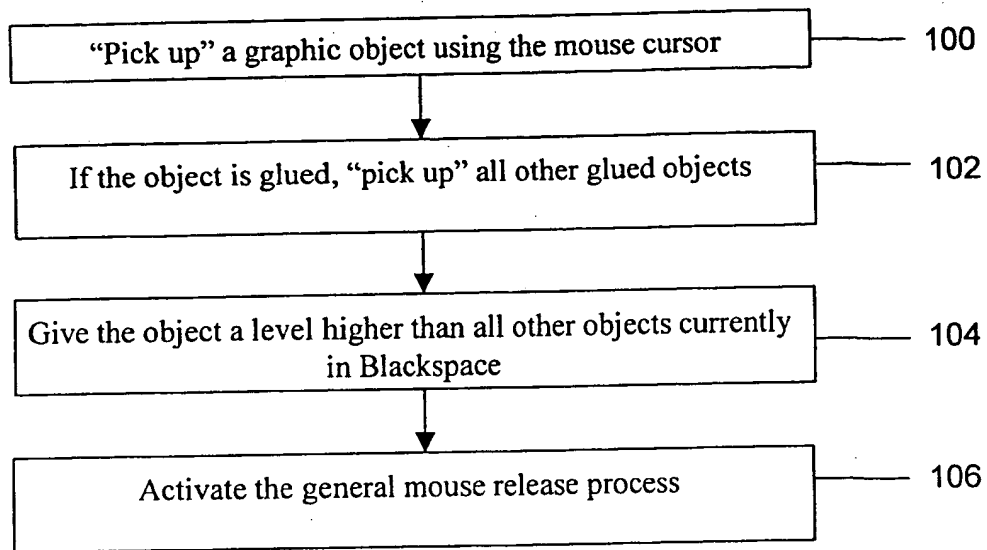


Figure 33

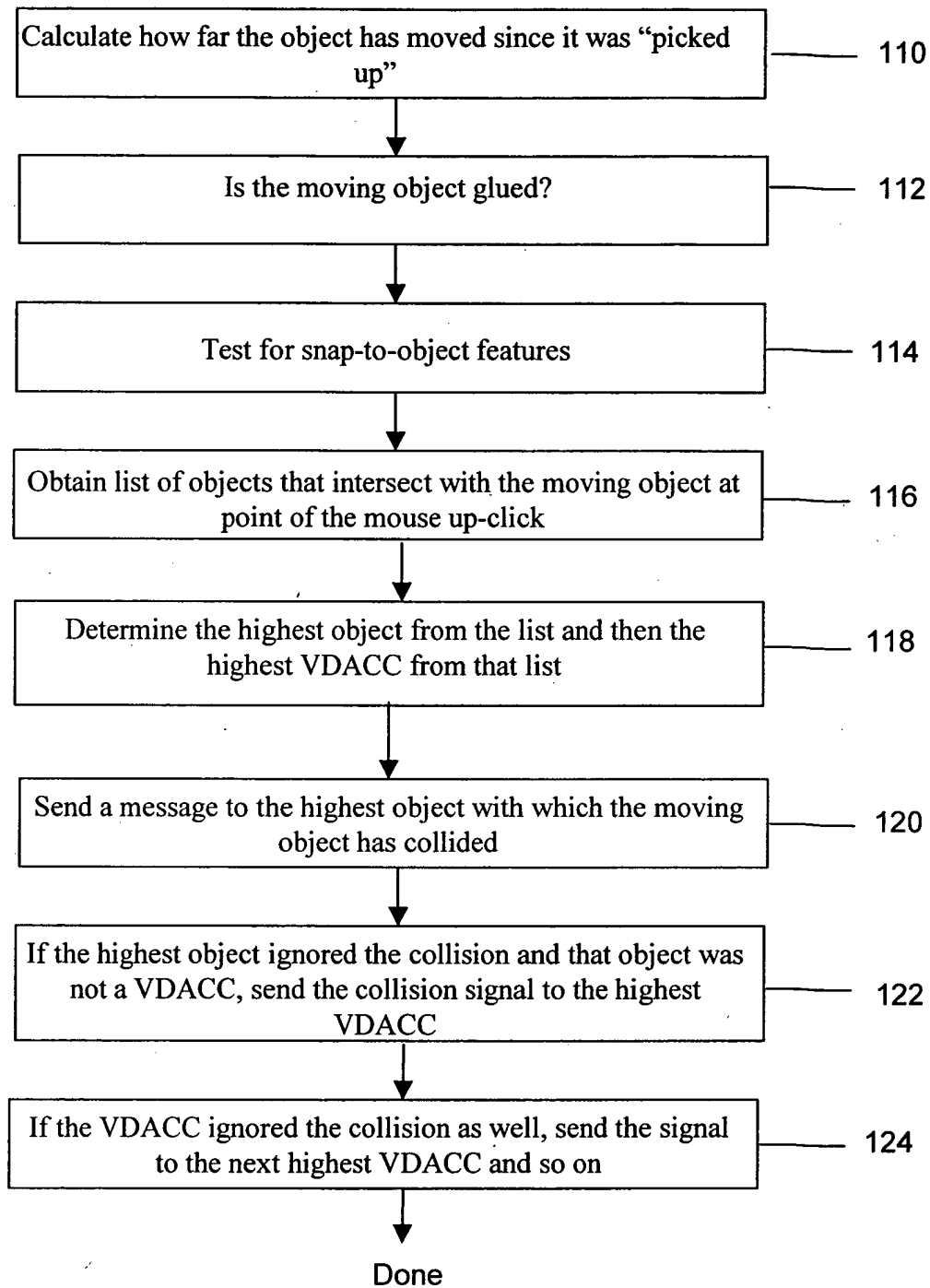


Figure 34

FIGURE 35

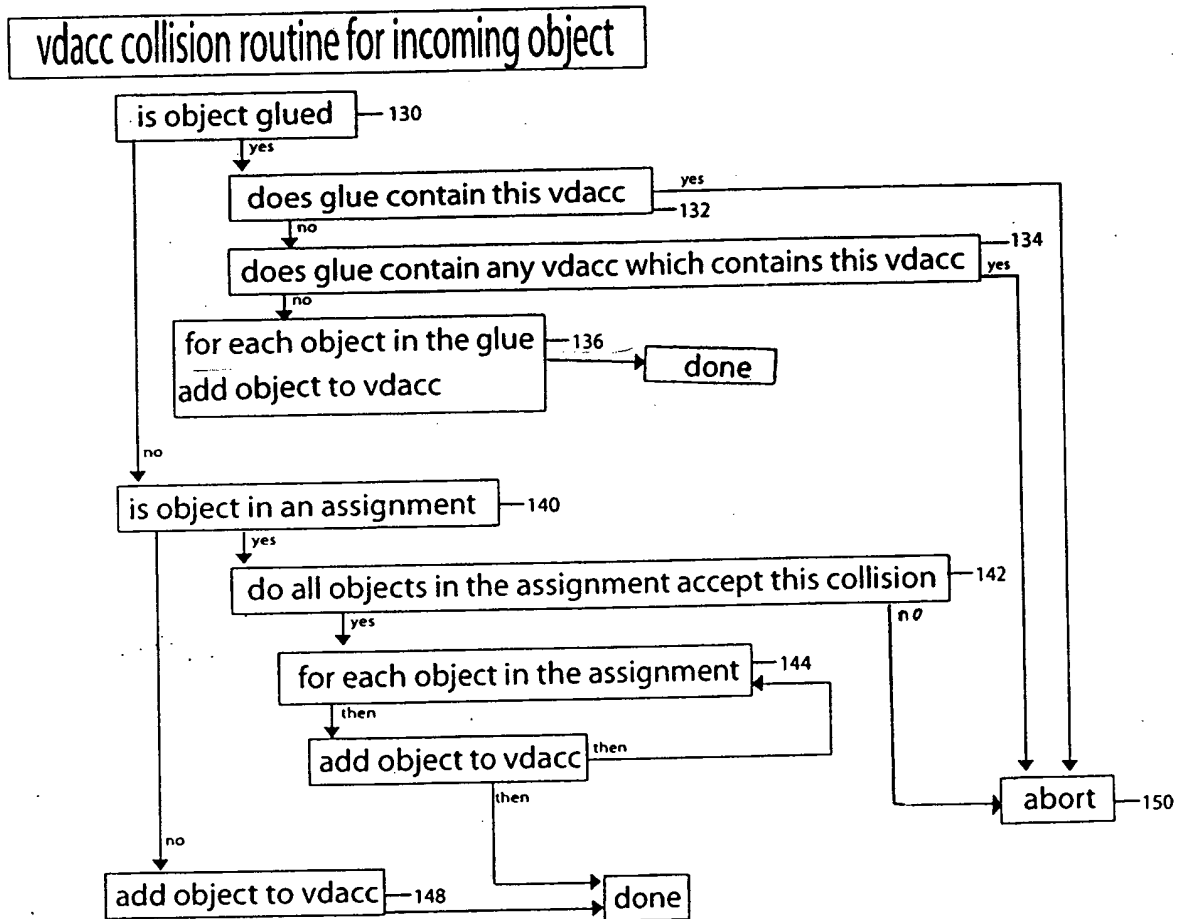
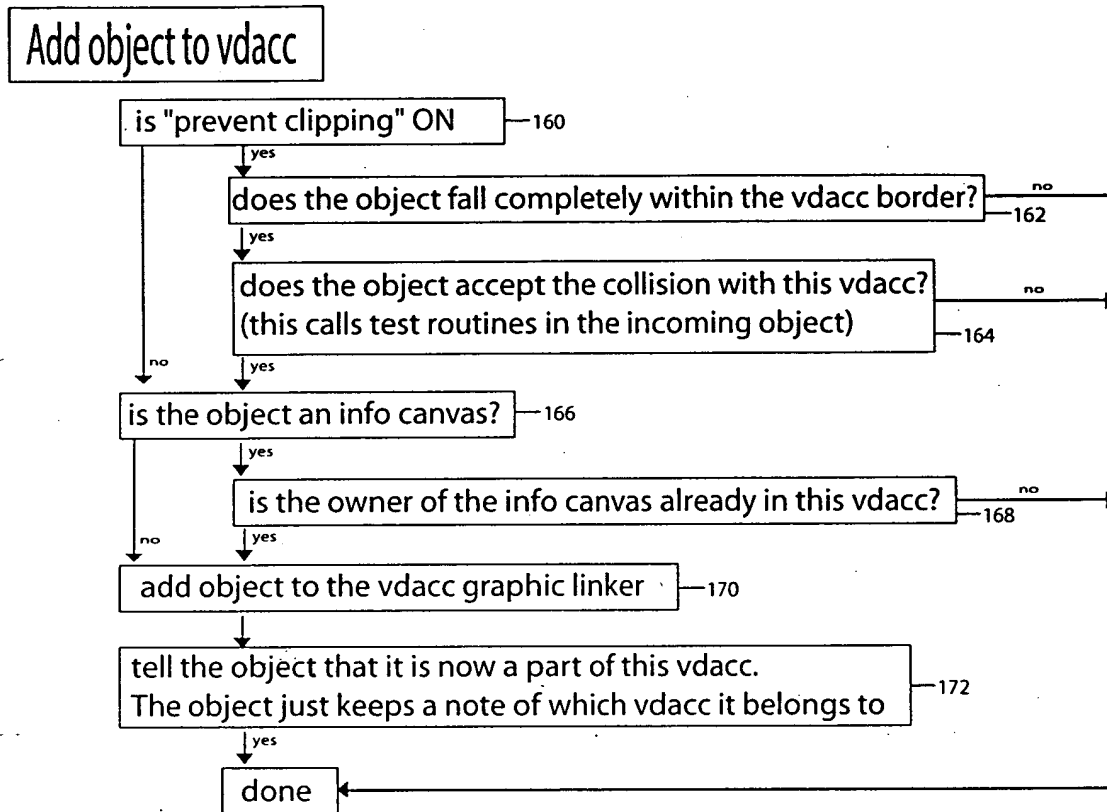
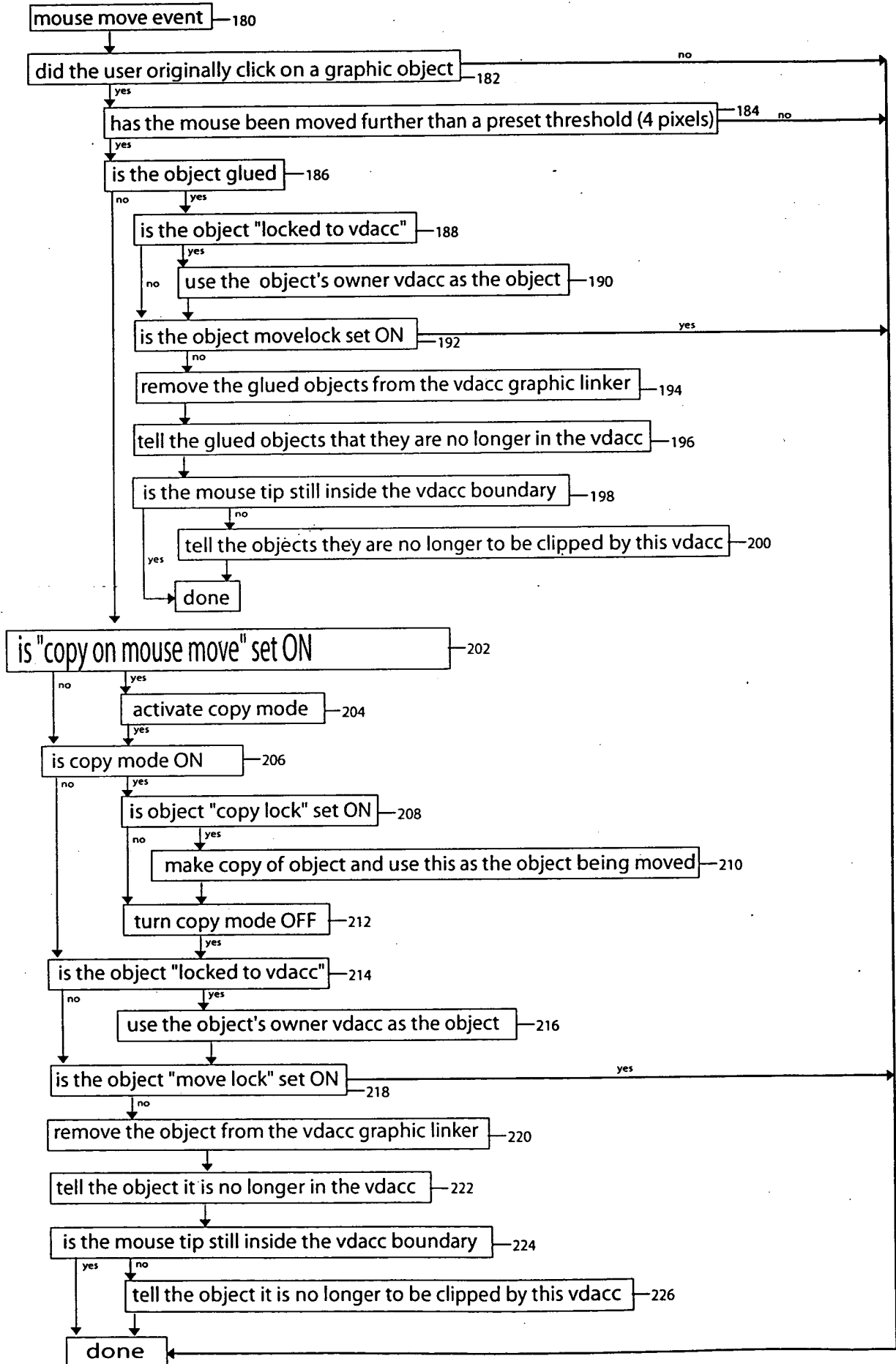


FIGURE 36



# FIGURE 37

## Moving and Removing an object from a vdacc



# FIGURE 38a

procedure when an object collides with an Info Canvas or category or sub category

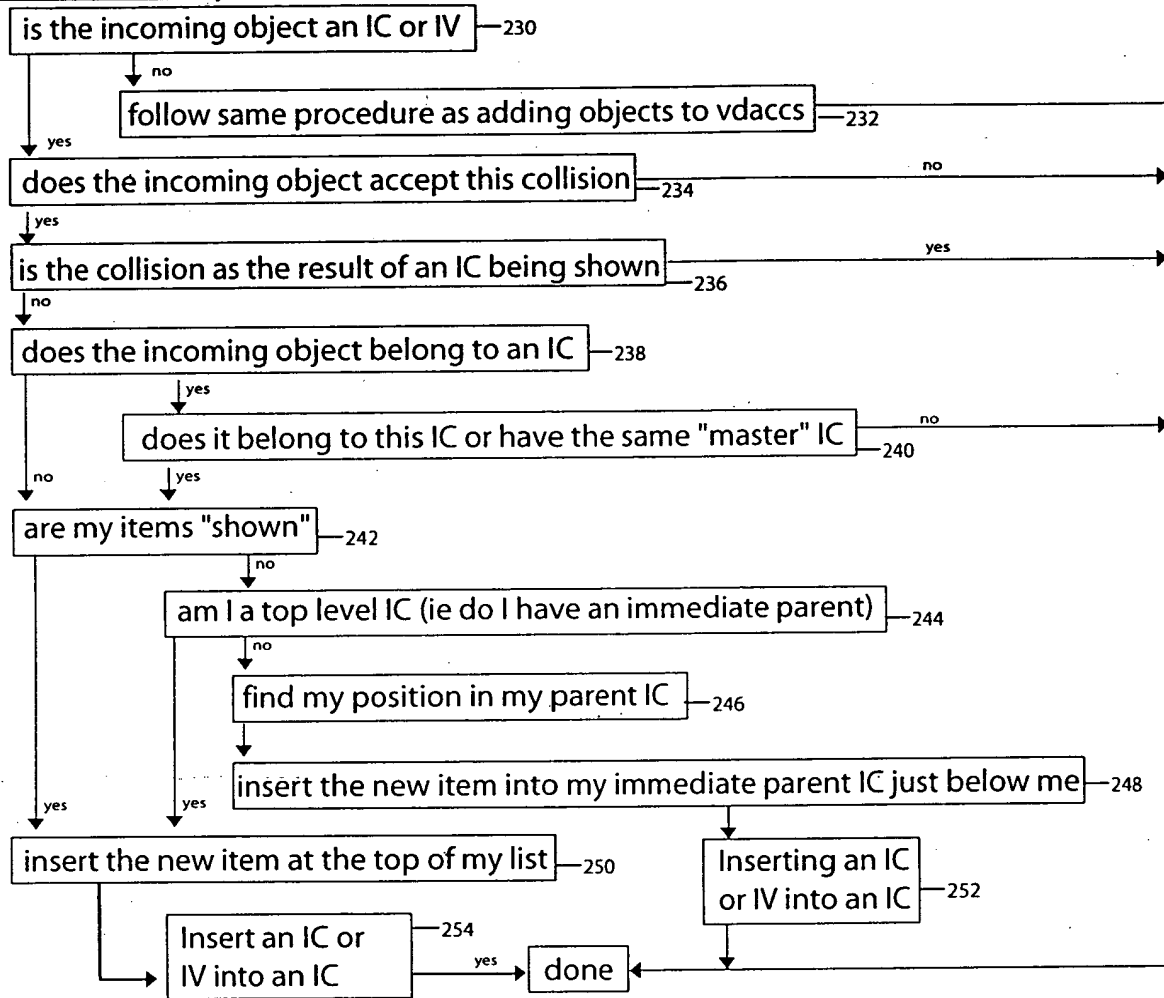
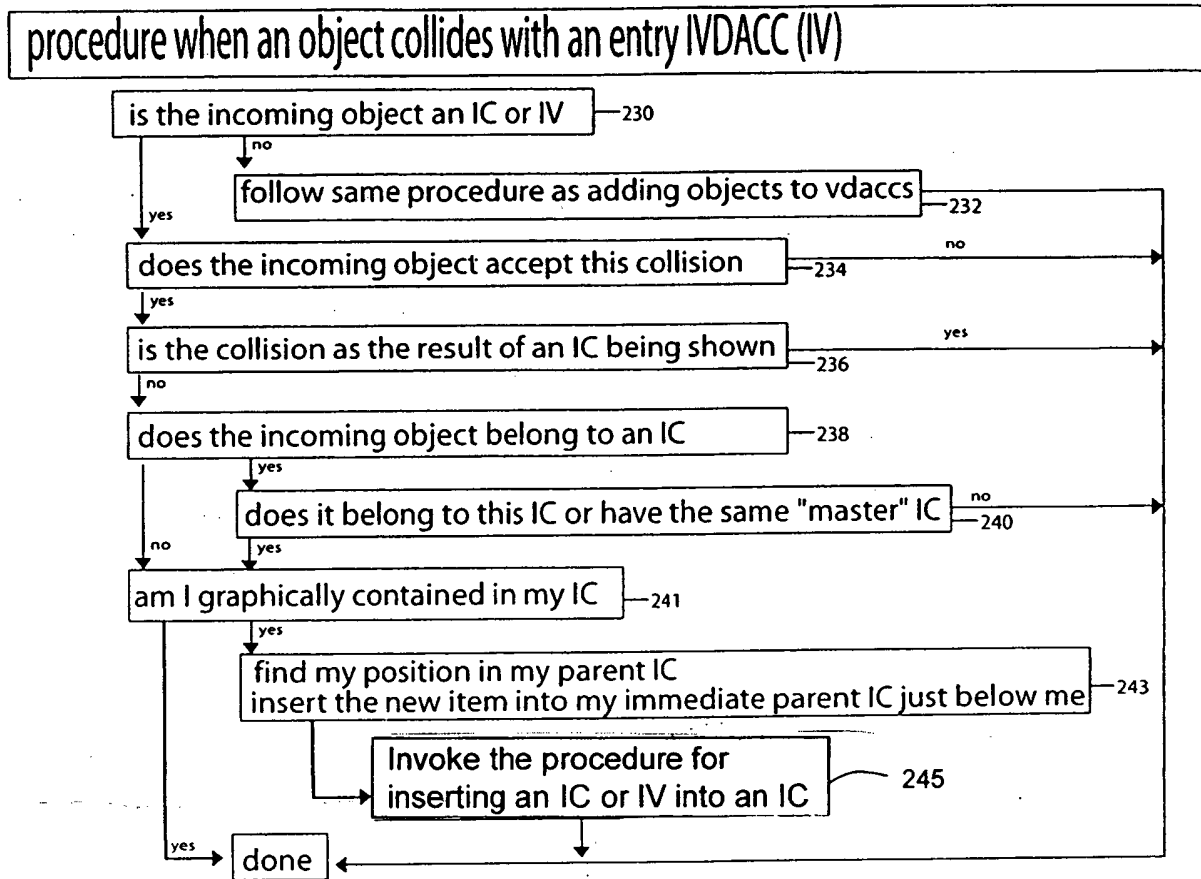
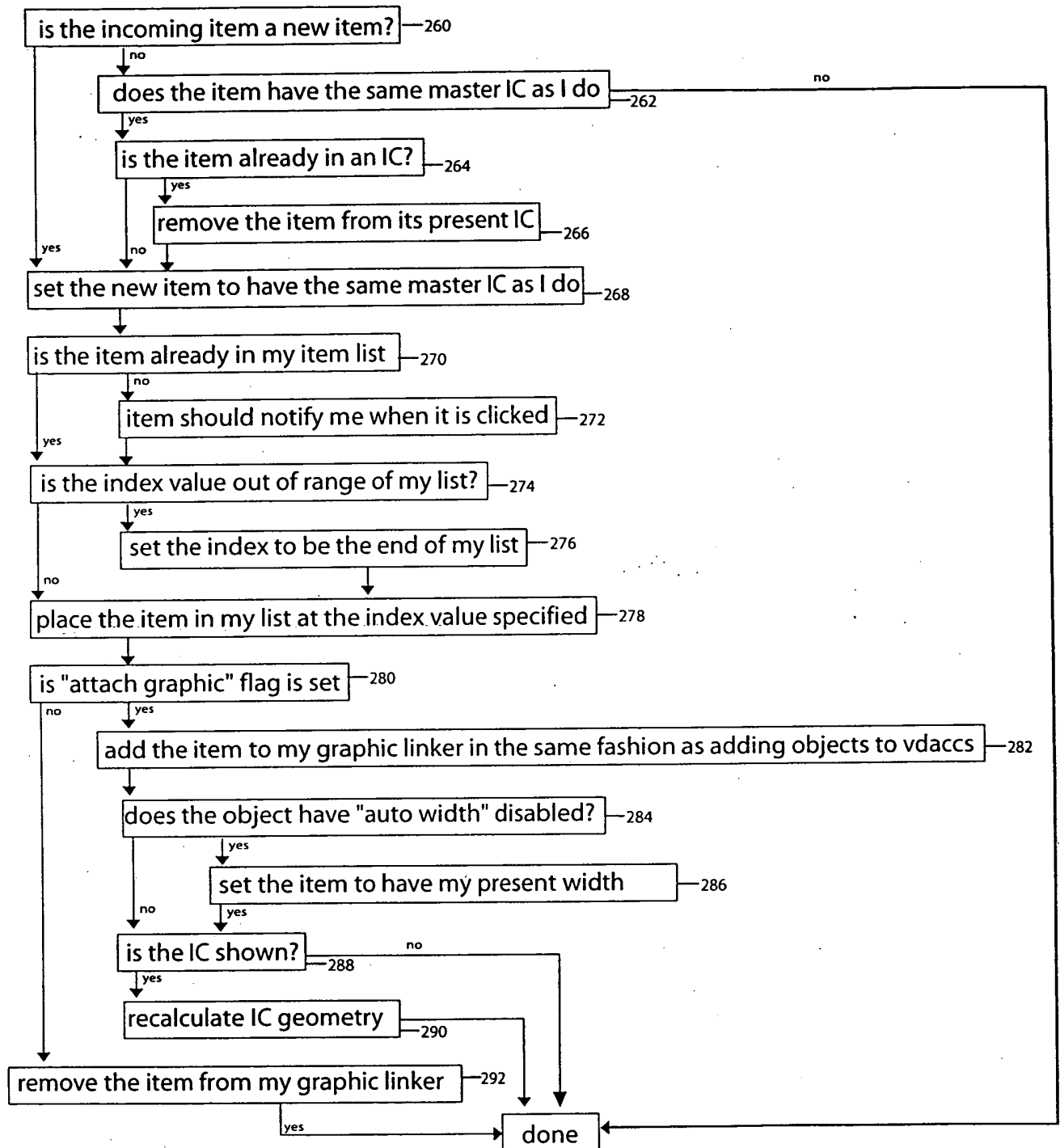


FIGURE 38b

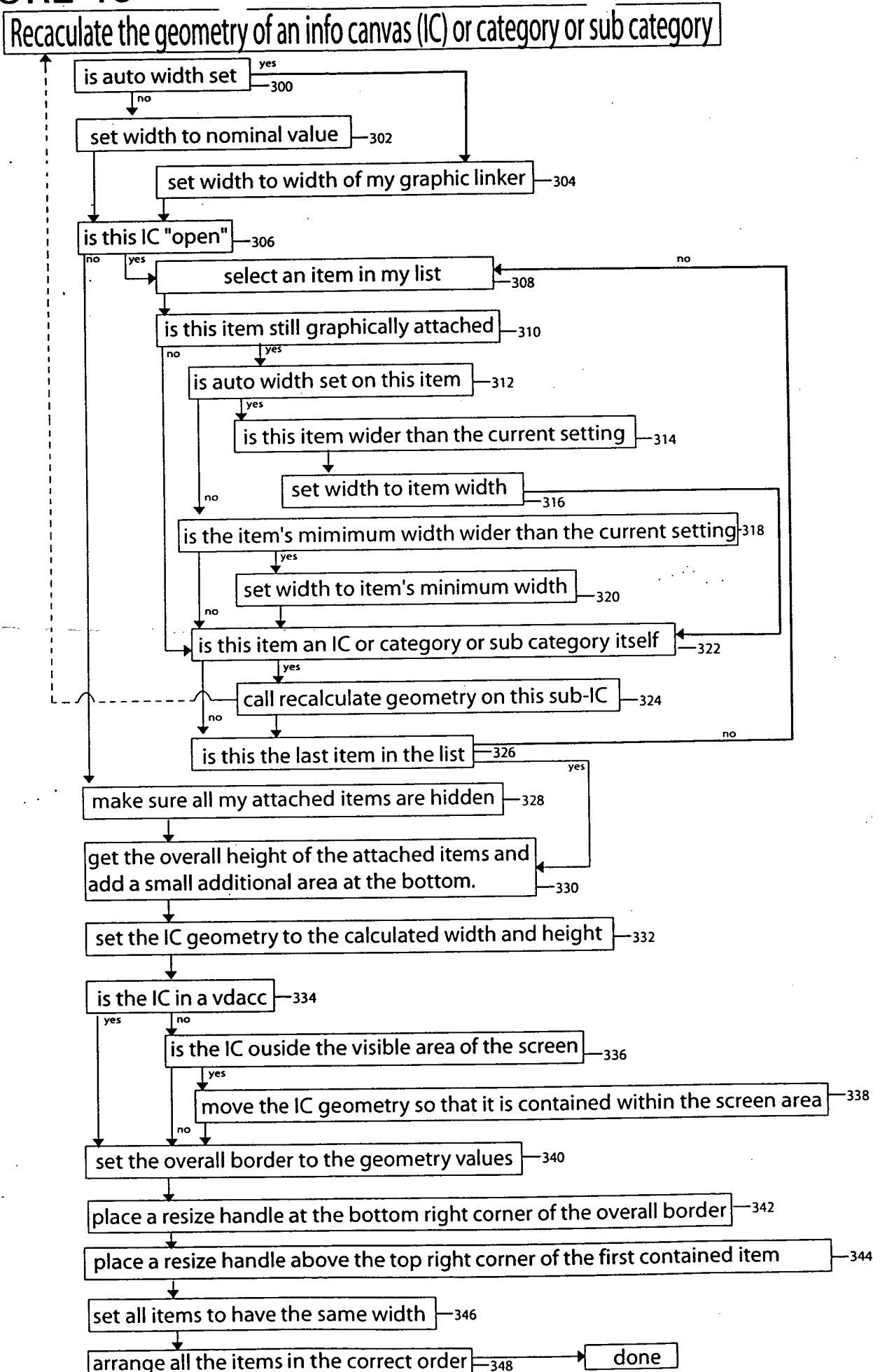


# FIGURE 39

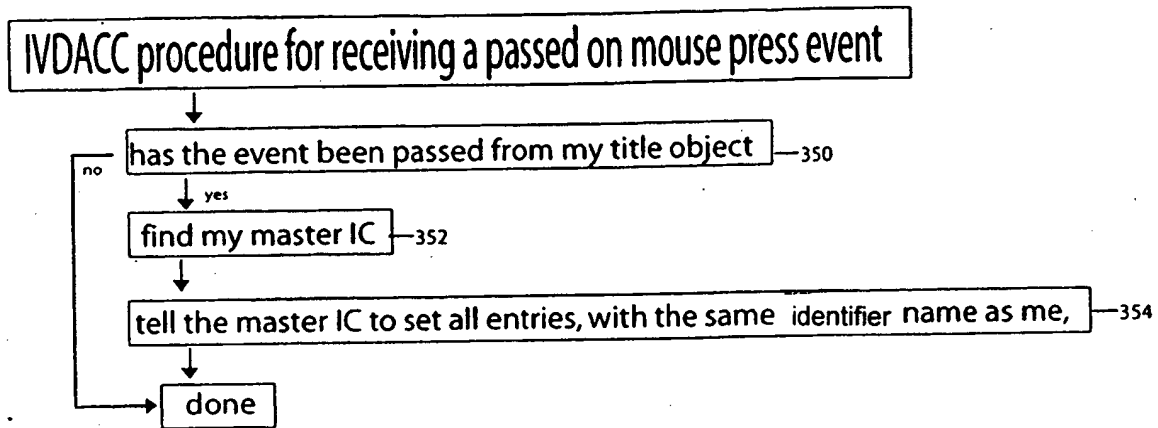
## Inserting an IC or IV into an IC



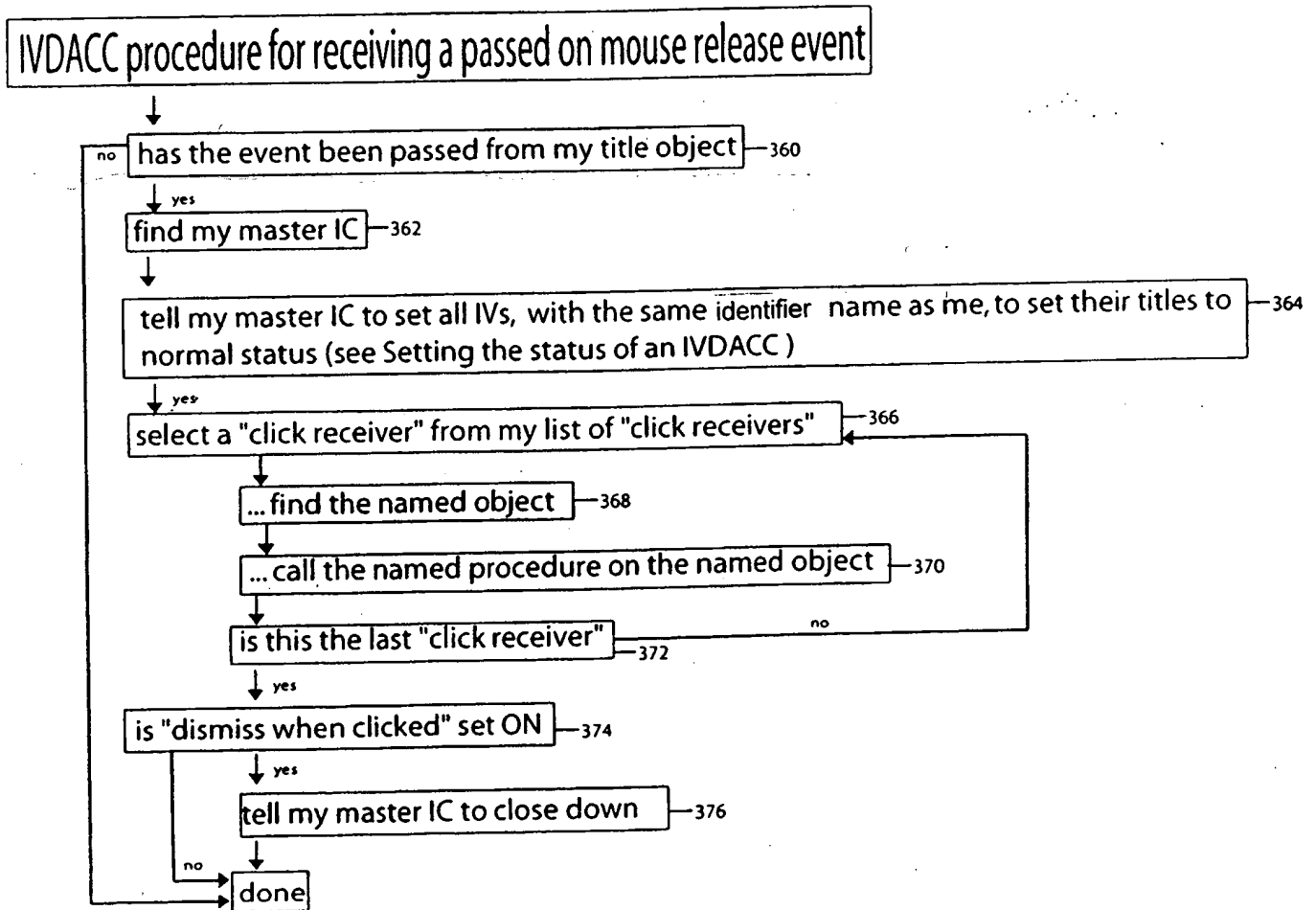
# FIGURE 40



# FIGURE 41

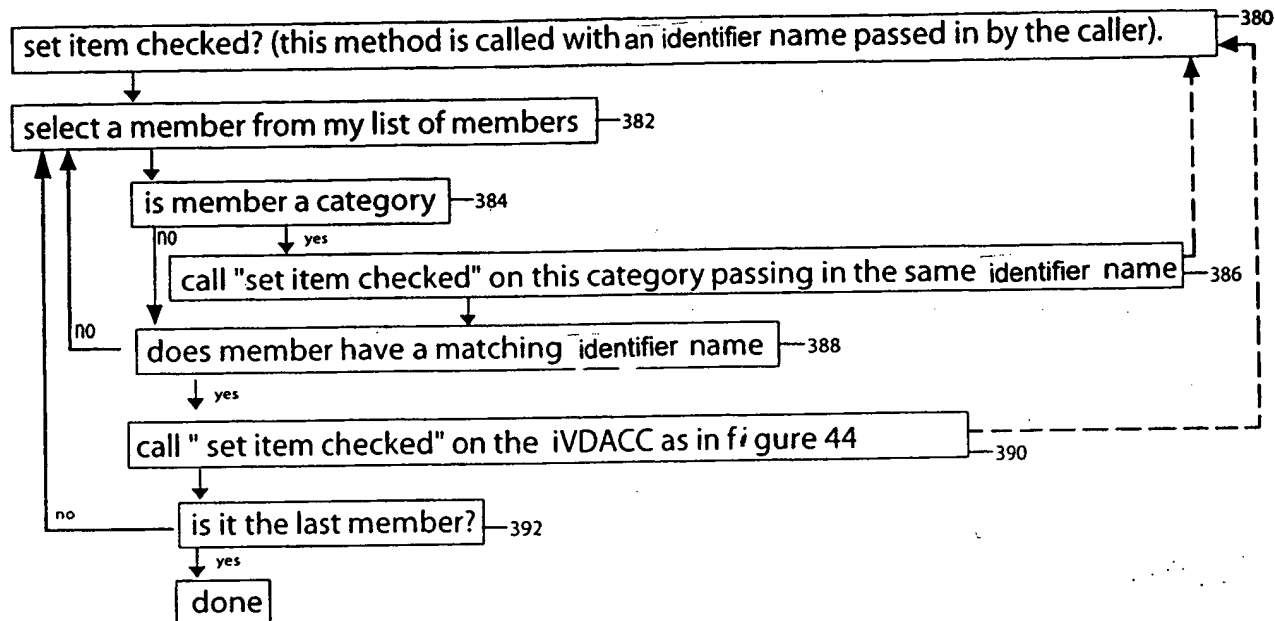


# FIGURE 42



# FIGURE 43

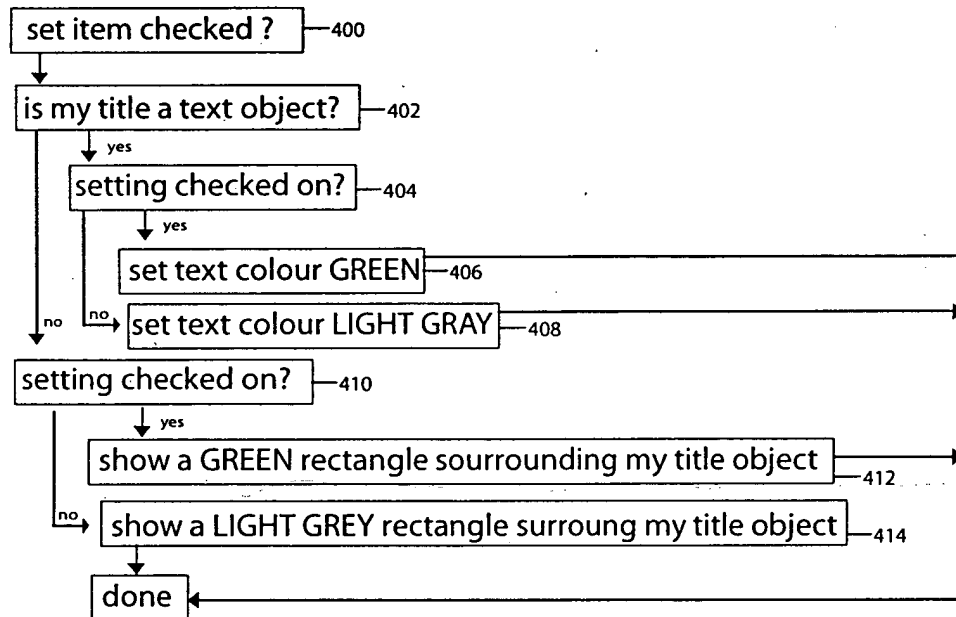
## Behavior in an Info Canvas



# FIGURE 44

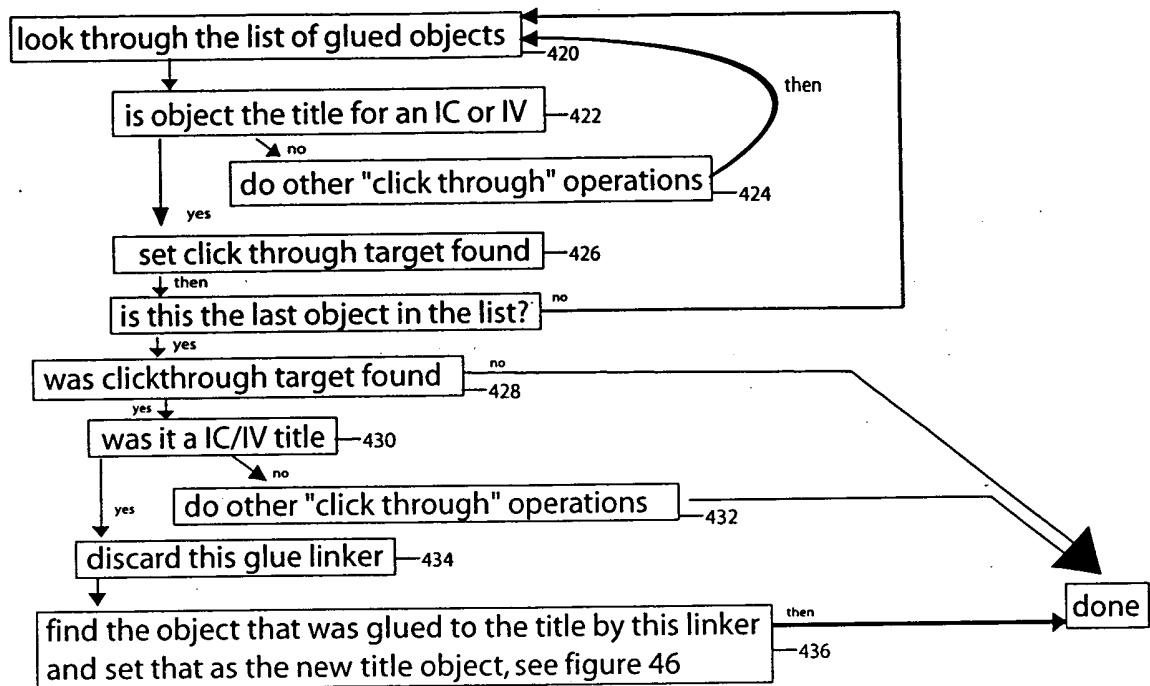
Setting the status of an IVDACC

Behavior in an entry IVDACC



# FIGURE 45

glue procedure



# FIGURE 46

infocanvas / ivdacc "set new title" procedure

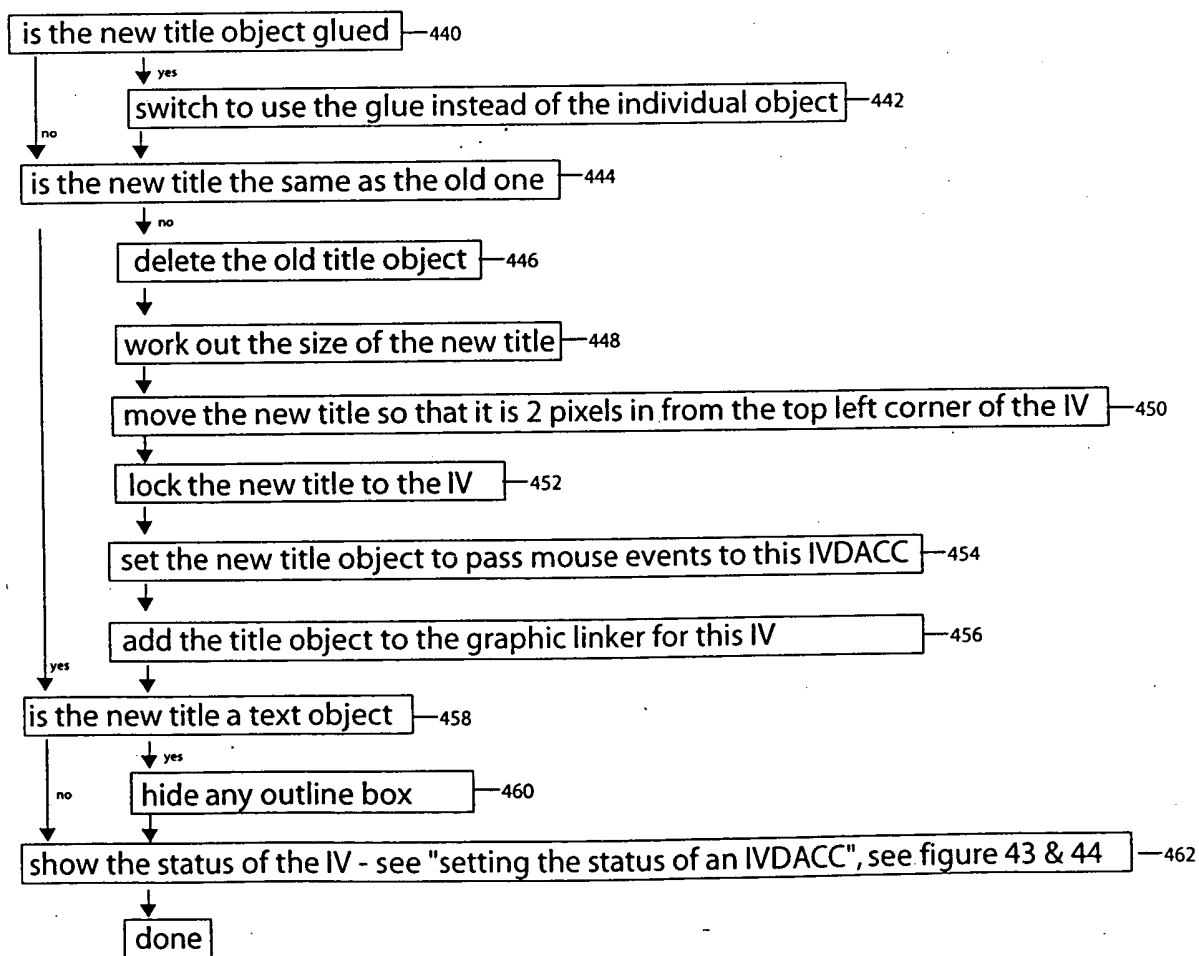


Figure 47a

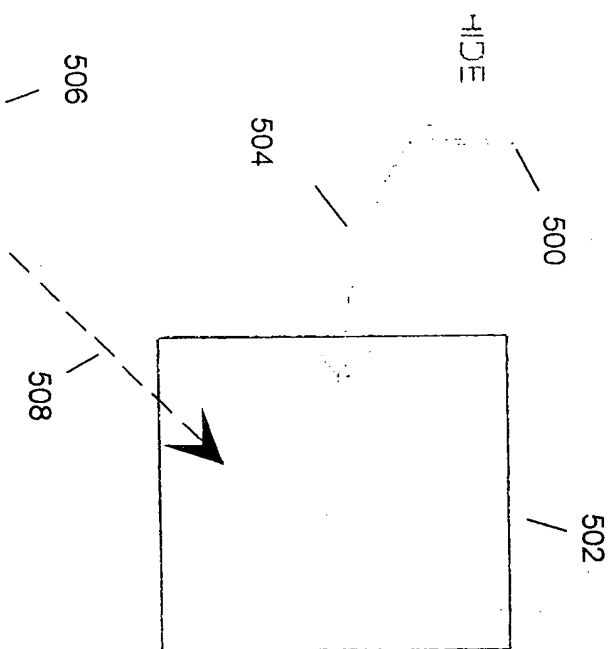


Figure 47b

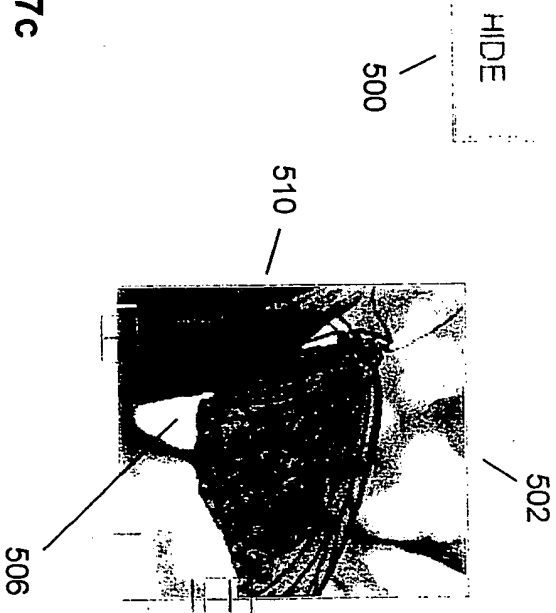


Figure 47c

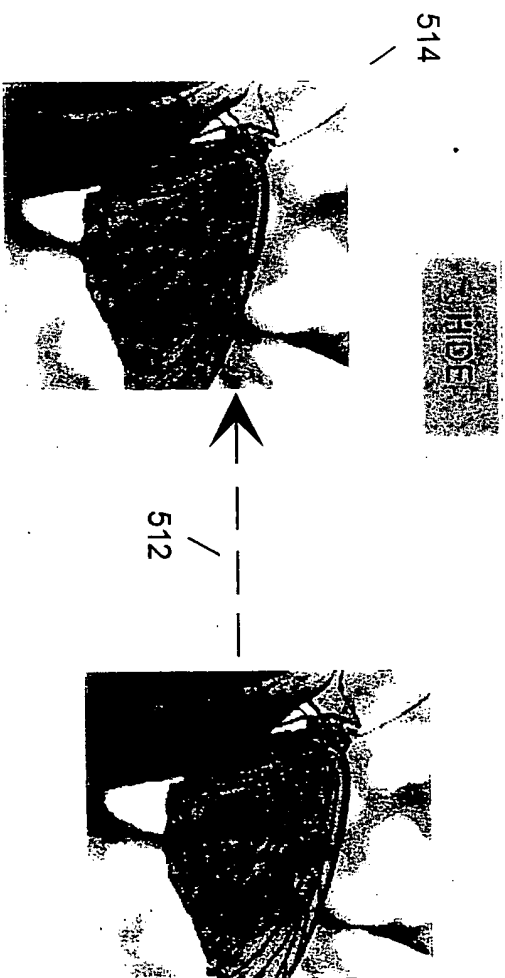
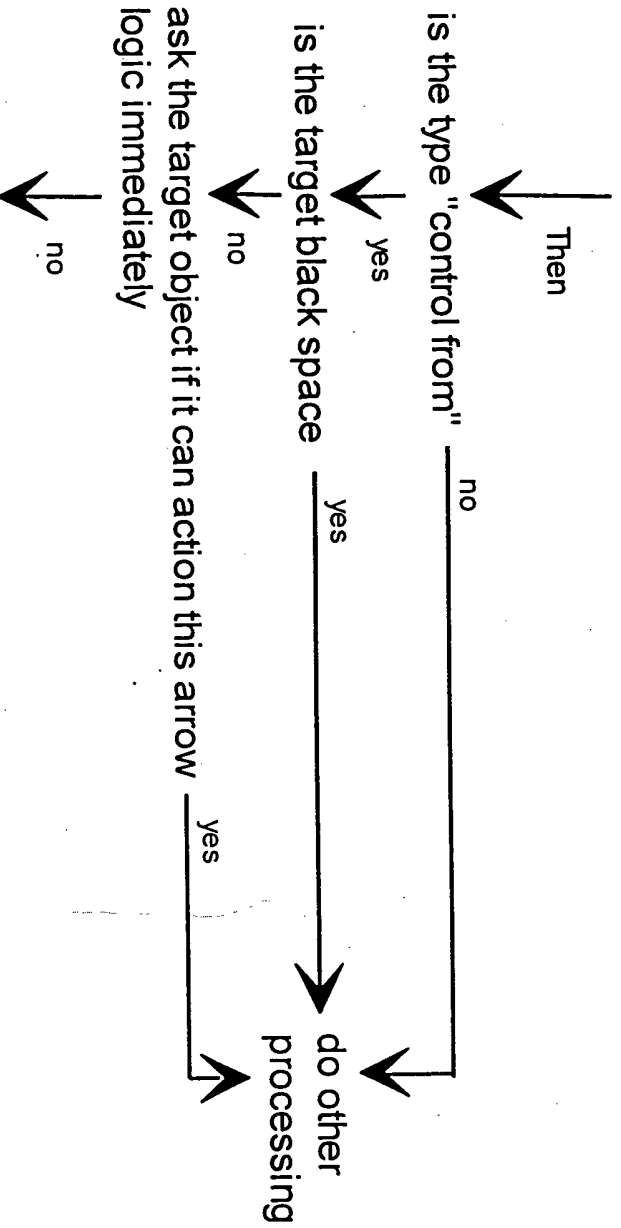


Figure 48

## Action when clicking on an arrow head

When the arrow was drawn an arrow logic object was created. When the arrow head is clicked, a routine is called in the arrow logic to analyze what to do with the arrow.

set the type of logic from the color of the arrow  
( red = control from)

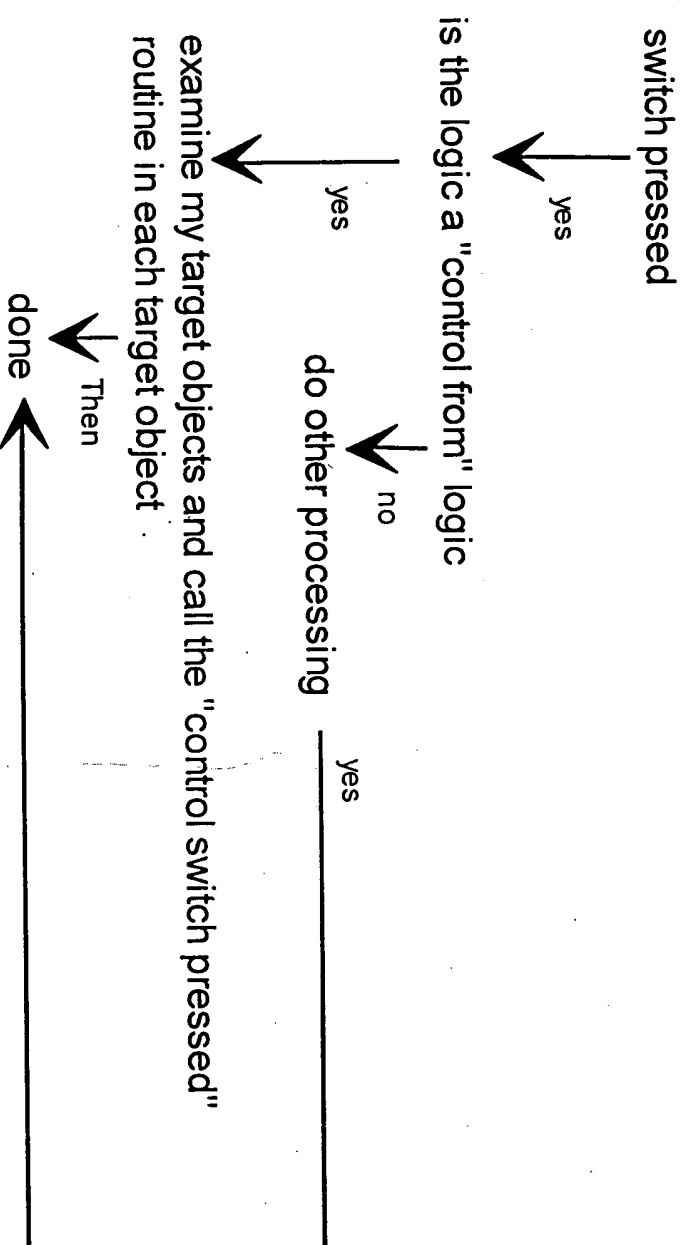


keep the arrow logic in memory to create a connection between the source objects and the target. Whenever value changes happen in the source objects, the arrow logic receives a notification of the event

## Clicking on a switch in an arrow logic

Figure 49

When a switch is clicked and the switch is in an arrow logic, a routine is called in the arrow logic



## "Control Switch Pressed" routine for a VDACC

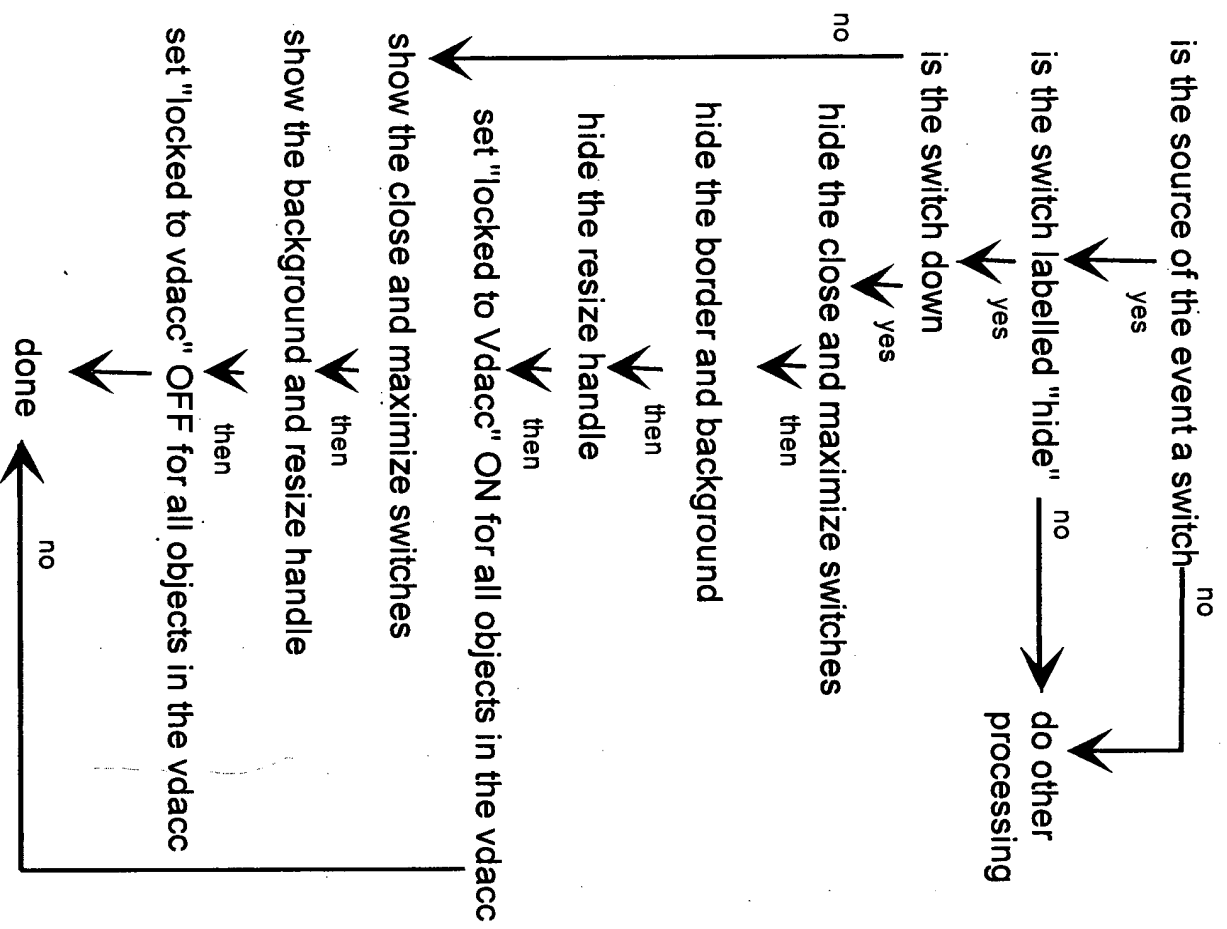
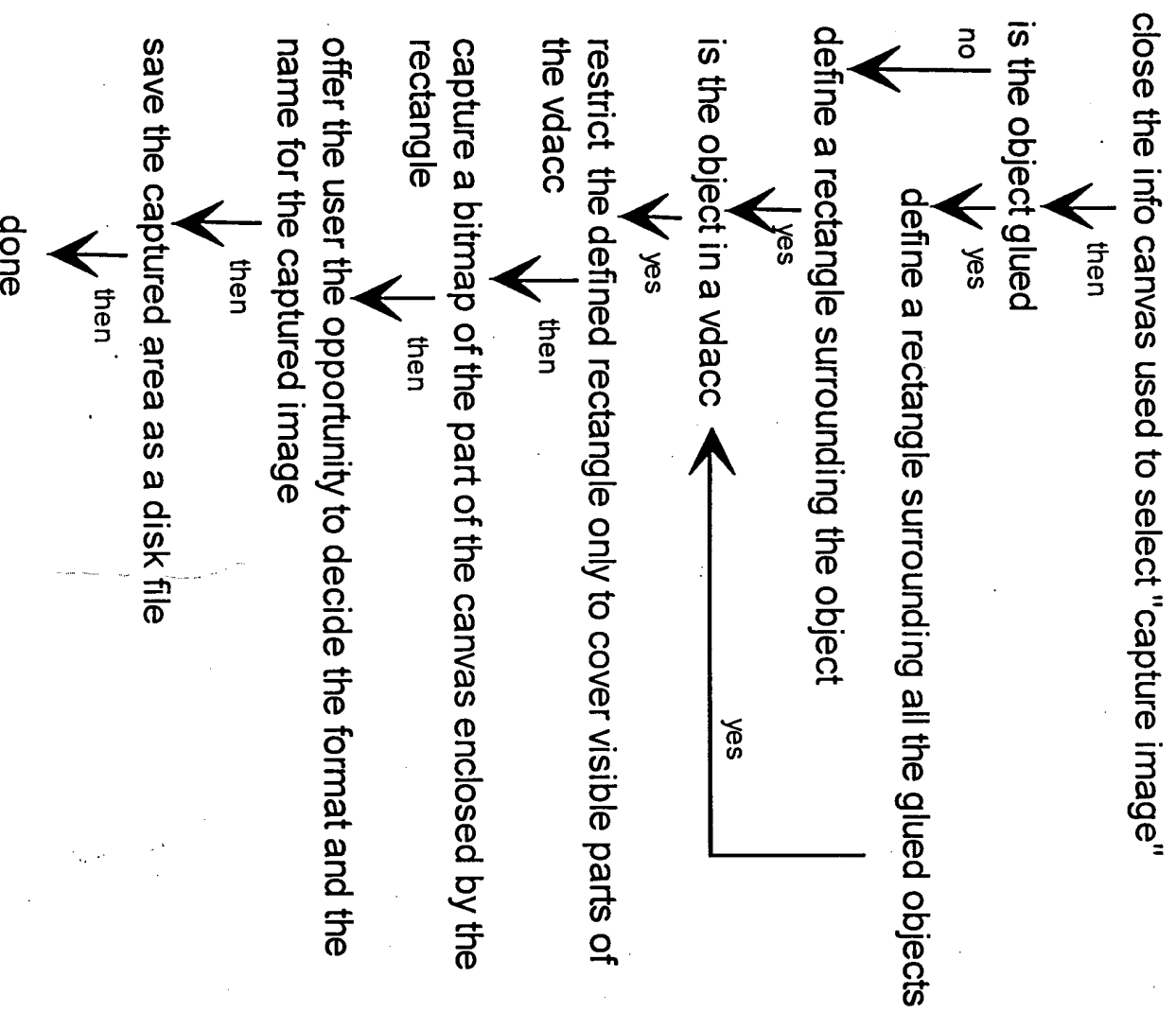
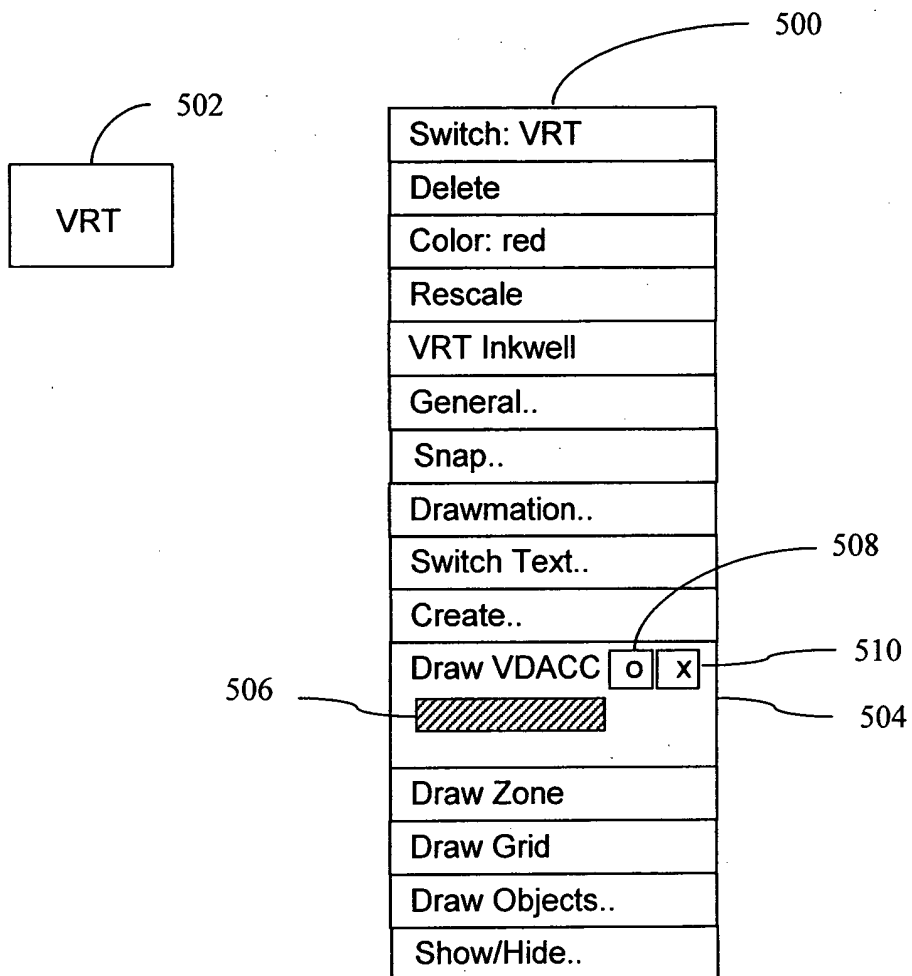


Figure 50

Figure 51





**Figure 52**